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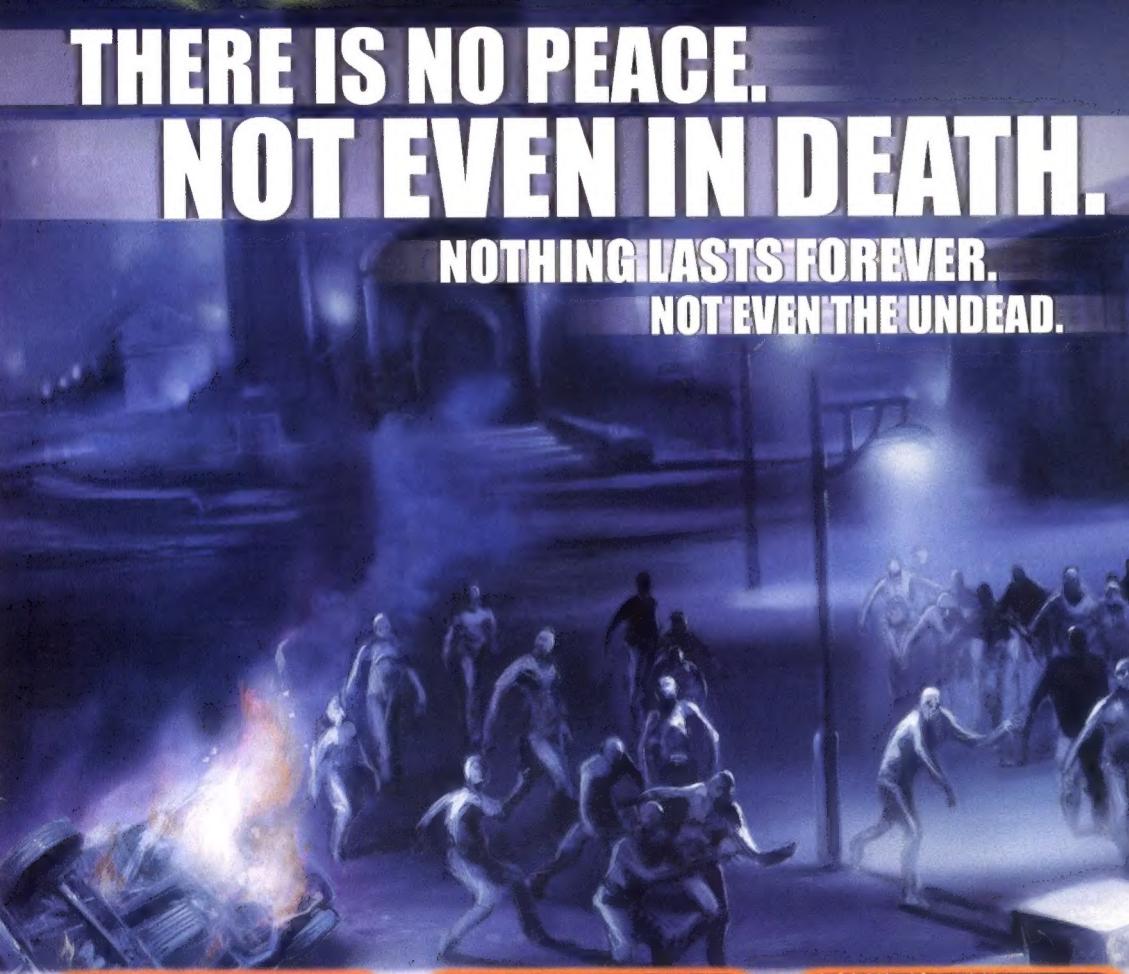
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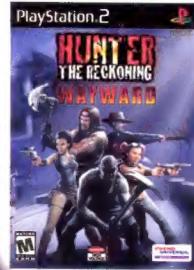
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We bring you the PS ATs to end all PS ATs, celebrating OPM's sixth anniversary.



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HEY SAPP
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PlayStation 2



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FOOTBALL



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AVAILABLE SEPTEMBER 4TH.

**Is Need for Speed: Underground anything special?**

KauaiGuy kinda doubts it: "EA's got their work cut out for them, trying to distinguish this title to its target audience from Rockstar's [Midnight Club II]," he says. That doesn't seem to concern ScorchX2K. "My drool soaked the page, which made the ink run down, making [the feature] unreadable," he says.

Sexism Exemplified

Recent statistics show that 30 percent of all videogame players are female. That is why I am so surprised to see this type of advertising in your magazine. My mother and I are the avid gamers

games or are just too unintelligent to point out facts such as replay value or graphics. You must not have any higher intelligence than "look at the hot chick." I would point out how degrading your captions are, but it is obvious that you

almost anything having to do with women. You'd think female characters were a big part of modern videogames or something....

Well Said

I am writing to inform you of some startling events I have recently witnessed. Outside my home, two 9-year-olds fought to the death with broadswords. An 8-year old decided it would be a great idea to skateboard in the lion's cage during feeding time at the city zoo. I saw an 11 year old steal our family's Buick while holding a machine gun and ranting about picking up a prostitute. A 16-year-old had his friend videotape him plummeting off a cavern in his car. To top it all off, I saw children jet-ski in shark-infested waters, backyard wrestling matches, and a boy tried to convince some females to play volleyball in barely-there bikinis in the middle of November.

Sound a bit unrealistic? So is the claim that mature content in videogames affects children.

Paul Christiansen
Cecilburg, WI

We'll admit, while we agree with this perspective, we're awfully bored with the whole issue of game violence and its effect on us. Kudos to you, Paul, for writing such an engaging letter that actually makes us pay attention to what you have to say.

Food for Thought

In reference to the confusion surrounding the subtitle of *Metal Gear Solid 3: Snake Eater*, I do believe that it comes from a Cambodian ritual. During the Vietnam War, our Navy SEALs sometimes operated with the Cambodian Khmer Rouge fighters. One of theirrazing rituals for initiation was... snake eating. Basically, you ate the venom sac of a poisonous snake, got terribly sick, and hoped fate was smiling on you that day. If you survived, you were considered a snake-eater, and far harder to kill in battle. You can read a little



Christina's clippings compose this collage. Too bad it needs a few more to fill it out.

of the house. I also attend an all-girls high school, where all of my friends are videogame fanatics. However, no girl would buy a magazine with this type of blatant sexism in it.

I hope you know that you are losing 30 percent of your audience with things like this. I received one magazine of yours, and this is what I found. You even openly claim to purposely display scantily clad girls all over your magazine and seem proud of that. Do you really have that small a quantity of information about these games that you need to fill page after page with girls? Obviously, you either have no experience with the

never cared in the first place. In closing, I want to say that your magazine would be just as appealing to the male audience if it displayed more game statistics than chicks in bikinis. As for me, I will never touch an *Official PlayStation Magazine* again. I'll stick to *Game Informer*. I hope your magazine humiliates the women on your staff.

Christina Grassold
Menomonie Falls, WI

We get this kind of letter every now and then. Basically, you can't please everyone. If you don't like our content, don't read our mag. Actually, it wasn't this letter's words that caught our attention, but rather its enclosure (the "this is what I found" part). Christina tried to accentuate her point by sending us an envelope full of clippings from our February issue, full of everything including the shot of Jenna Jameson [understandable], an ad for *Black & Bruised*, the otherwise innocuous pictures of the female characters from our *Rygar Dream Cast*—basically

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sadistic conspirator?



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INPUT

Urine works well on
scratched discs, too.

about this in Richard Marcinino's
autobiography, *Rogue Warrior*.
Matthew Sawyer
foomaster005@hotmail.com

And here we thought we finally knew what *Snake Eater* meant when we saw Snake consume a big long snake in the trailer for the game at E3. Perhaps it's not so literal, but Matthew provides an intriguing revelation, to be sure.



Zapped!

In issue #79 your Ask Us Anything section you said you could get a scratch off a disc by microwaving it for three minutes. I thought I had the whole OPM disc for issue #51 and the disc is zapped.

Josh W.

Address: www.ign.com

I've been reading your magazine since the first issue, mainly because of the great game coverage and good reviews. Lately, I've seen some great tattoos, which I thought were pretty cool. Not wanting to be left out, I went to my oral tattoo parlor and endured some pain so that I could be in your magazine, I wuv.

Just kidding! Actually, I'm a big *Street Fighter* fan and I've had my tattoo for about five years now. I'm glad to see that I'm not the only one out there with a video game-related tattoo. Here are some pictures of my tattoo.

Panica Perez
Chicago, IL

What?! You mean concentrated energy that would make you explode from within if you were exposed to it can't fix a measly disc scratch? Hogwash! Well, maybe it works only with something grander than a demo disc. Try it with your copy of *Vice City* sometime, won't you?

Zapped Again!

You said "You write to us a PlayStation 2 CD in the microwave for three minutes. It removes the scratches and fixes the game." I left it there for 10 seconds and the CD started to bend. The bottom started to peel off and lights were popping out. Now it doesn't even fit in the PS2. So, let eve you owe me the game (*Grand Theft Auto: Vice City*) or \$50. "Shind"

Address withheld

Hmm... So maybe that method doesn't work so well. Nuts. Maybe if you put it in a bowl of Campbell's Soup for insulation, that would help. Yeah, that's it.



Tattoo Time

I've been reading your magazine since the first issue, mainly because of the great game coverage and good reviews. Lately, I've seen some great tattoos, which I thought were pretty cool. Not wanting to be left out, I went to my oral tattoo parlor and endured some pain so that I could be in your magazine, I wuv.

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Panica Perez
Chicago, IL

Keep 'em comin', folks. If you're crazy enough to mark your body up for life with something game-related, we're crazy enough to tell the world about it.

Fantastic Question

I picked up *Final Fantasy Origins* for PS1 recently just



QUICK HITS

LISTEN UP!

Videogame consumers
should stop making
Nickelodeon
videogames
because people
may get sick
of them.

Mike Boosman
Portland, OR

You hear that,
everyone? Stop
making
Nickelodeon
videogames!

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COLGATE?**
Toothpaste is
great for
scratches on
games, DVDs,
CDs, and even
45 records. Just
massage it with
a soft cloth
until gone.

Teresa Russell
Henderson, NV

We don't know
about that...but
we do recommend
toothpaste for cavity
prevention and
generally healthy teeth.

**ENTER THE
SCOOTER**
Who is replacing
Todd Zuniga
as an editor
for OPM?

Stephen Legendre
webcrawler@
ign.com

Glad you asked, Stephen! Starting next issue, Thierry, "Scooter" Nguyen joins our staff—you may already know him if you read Computer Gaming World. Yeah, CGW's pretty pissed at us for stealing their wonder kid and turning him to the good side of gaming.

for time's sake. I loved the NES *Final Fantasy* growing up and figured I'd check out the changes that were made for the *Origins* remake. One interesting one I found was in the city of Ellland: The *Origins* version features a hidden tombstone that reads, "May Link rest in peace"—an obvious stab at *The Legend of Zelda* I could swear it read something else 13 years ago, though. Am I crazy? Justin Warford Sacramento, CA

If you're crazy, Justin, it has nothing to do with your *FF* memories. The NES version did say something different: "Here lies Erdrick. 837-866. R.I.P." Erdrick, of course, was the protagonist of *Dragon Warrior*, the other revolutionary RPG at the time. Interestingly, the original Japanese version did indeed allude to Link—it was changed in the translation for the old game but reinstated for the remake.

Not So Deee-Lined

I just read in OPM 70 about Deep Lite's Lady Miss Kier singing Sela. I can't believe this woman. You may not be aware of it, but the voice was supplied by Apollo Smile for the first game. She was moving with a career as the Live Action Anime Girl. Her look is exactly that of Ulala. Her music was the style used in Space Channel 5. In fact, she was supposed to voice the second game, along with supplying the singing voice Maggie Harris MaggieH@sport.rr.com

Right on, Maggie. Any groove Deep Lite-like may have left in our heart circa 1990 has been swept away by this frivolous lawsuit. We don't know where Apollo's been hiding the past couple of years (her official website no longer exists), but this cutie certainly makes us smile. Enjoy her picture. (And if you're out there, Apollo, let us know what you're up to now!)





MELISSA WILLIAMSON

Silent Hill 3's lead voice actress has quite the prolific anime résumé: Cassandra on *Reign: The Conqueror*, Julia on *Cowboy Bebop*, and many more.

ASK US ANYTHING!

Monkey voices, monster music, and more

SHAVING THE DIAL-UP

Q. Why is it that so many online games are broadband only? Not everyone can afford it, so a lot of people miss out on games like *SOCOM*.

Donald V. Losel, Jr.
Buffalo, NY

A. It's unfortunate that this has to be the case, but in order to create the best online experience possible, broadband is almost always the way to go. For games like *SOCOM* and new sports games, voice chat absolutely requires a broadband connection.



SINGING THE SILENCE

Q. I recently bought the latest issue of *OPM* and watched the disc's *Silent Hill 3* trailer. I love the song on that video, but I can't find it. I played the trailer for a bunch of friends and they all said the same thing: "I love that song, but can't tell ya what it is." Now I have a bunch of other people who want it but can't find it. So, I would be forever in your debt if you could please tell me what that song is and who made it.

J.R. Sharzer
STRANGEJAMES-GAME.COM

A. No problem, J.R. The song in question is "You're Not Here," *Silent Hill* maestro Akira Yamaoka composed it, while the Heather actress herself, Melissa Williamson, chips in with the vocals. Interesting tidbit: This is the first game released in which the voice actress sings the theme song. Now, about that "debt"...

APING THE POKÉMON VOICES

Q. In *Ape Escape 2*, I noticed something interesting about Billy and Natalie's voices. They sound an awful lot like Ash and Misty from the *Pokémon* television show. Am I hearing things, or are the voice actors the same?

YodaVIVIV@aol.com

A. Well, you're only halfway hearing things. Rachael Lillis, who voices Misty (as well as Jessie of Team Rocket) on *Pokémon*, does indeed lend her talents to *Ape Escape 2*. However, Veronica "Ash" Taylor (that's right—Ash is a girl) has no involvement with the game.

A DEVILISH QUERY

Q. I love all of Blizzard's games, and I was wondering if

Diablo II was ever released for PS2, seeing as how there is *Diablo* for PS1.

Mitch Farwick
bighummernxxl@hotmail.com

A. We never got *Diablo II* on PS2, unfortunately, but we did get the next best thing in *Baldur's Gate: Dark Alliance*. And if you're really into hack-n-slash RPGs, 2003 could be the best year yet, with both *Dark Alliance II* (page 68) and *Champions of Norrath: Realms of EverQuest* (page 60) coming this fall.

THE GAME WITH NO FEAR

Q. I have to find out! Where is the *Daredevil* game for PS2, or the *Dungeons & Dragons* game that was supposed to come out in March?

Ted Joossens
ted.joossens@idcarrcast.net

A. We saw video of *Daredevil* at E3, but Encore remains pretty tight-lipped about any release date info. As for *D&D Heroes*, Atari shafted us on that one—it's Xbox-exclusive this fall. No matter—*Dark Alliance II* and *Champions of Norrath* will probably be better, anyway.

EASIEST ANSWER OF THE MONTH

Q. Do you know when the PS2 will be \$5? 'Cause I've been hearing lots of people say that.

Darrell Gray
Action, CA

A. Well... "lots of people" are stupid. Maybe you can find one for five bucks at a garage sale in about 10 years. We'd rather be gearing up for PS5 by then.



good samaritan?
methodical hitman?
treacherous ally?



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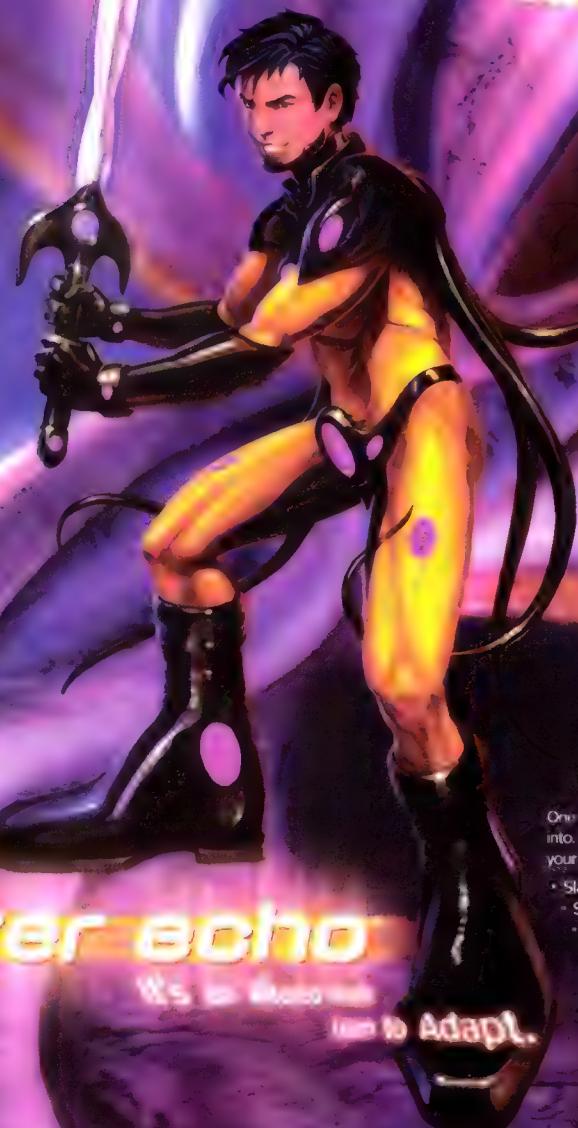
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PlayStation.2

PlayStation 2

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KONAMI

METAL GEAR SOLID 3



SPIN

News, views,
opinion, wit,
and wisdom.

42 NICE OUTFIT

Enter to win cool *Alias* goodies!

The latest in *Alias* can look...
was game? Is your chance to win
up for two to the *Alias* set. Perhaps
you'll run into the lovely... Game?



INSIDE SPIN

Your guide to everything PlayStation

28

Day Planner

What are you going to do with yourself in August? Don't know? We'll tell you.

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The Clancyverse

Liked *Splinter Cell* ? That's good, cause there's more where that came from.

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Penny Arcade

A brief commentary on the Activision vs. Viacom *Star Trek* lawsuit.

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100 Bullets

Comic-book fans can soon get lost in twisty-turny conspiracies on PS2.

50

Only In Japan

A marathon running game. Ooh! That sounds like fun.

51

Cliché MacLaver

Our gossip columnist dishes all the latest and greatest gaming dirt.

WE'RE

Quality means nothing if

Once upon a time, a movie license was the kiss of death. These days, though, a cinematic connection spells big bucks.

2003 will go down as "The Blockbuster Summer" in the world of electronic gaming, says Pete Snyder, CEO of New Media Strategies (a research and marketing firm specializing in online brand promotion). From *Angela*, all the way to *Z*, Hollywood is dominating both buzz and demand for games.

In a new study, NMS found that the vast majority of game consumers (67 percent) are more likely to buy or rent videogames if they have a movie tie-in. And that tie-in can be wholly tenuous, as is the case with *Tomb Raider*. NMS found that *Angel of Darkness* was the No. 1 "most buzzed about game" despite the fact that the

movie and the game are completely unrelated beyond the basic license. What's more, nearly a quarter of online gamers consumers said that they would buy a game based on a film even before seeing the film in theaters.

ANGEL OF SALES

But what of the games themselves? Of all the big summer movie tie-ins, *Tomb Raider* garnered the biggest buzz—and yet it may be the most disappointing title of the year. *Angel of Darkness* received just two stars from us, and it's earned a dismal 58.9 percent on www.gamerankings.com.

But poor reviews haven't stopped the brass at Eidos from counting all the cash rolling in. "We're really pleased with the sales so far," Eidos Interactive President Rob Dyer told us. At this point in the game's life, it's



**36
GAME MAP**
Every PS2 game studio
on a handy color map.



**46
BEYOND**
Cool & Evil
The game and the movies



**50
BOND GIRLS**
Mall Khan is hot undercover
And some other people, too



the name's on the silver screen

actually the most successful game in the whole series. Critically, *Tomb Raider 2* was the big game—but in terms of sales, it was number three that was the pinnacle.

Consider that *Tomb Raider 3* was released during the holidays, too, and it's incredible how well *Angel of Darkness* is performing.

The game has come under fire for just about everything, but are the reviewers just being too picky?

Jeremy Heath-Smith, managing director of Core Design and global development director of Eidos. The company issued a brief statement on July 15, and when pressed further, stated "the [Eidos] Board believes that now is the right time to make a change. Jeremy has overseen the development process at Core Design for seven years. What does this mean for Core? Business as usual, apparently."

When challenged on the game's mediocre marks, David

of Atari's *Enter The Matrix* can't be denied. Like *Tomb Raider*, the game continues to generate a lot of buzz because of its movie tie-in—and it was likewise hammered by the critics. We were quite moderate compared to some, awarding the game three stars last month, and according to Game Rankings, it has averaged scores of 66.4 percent.

When challenged on the game's mediocre marks, David Perry claims: "Our job is to please people and make them feel they get a good value for their money. You have to decide what you're going for, and we wanted to make a game that was easy and satisfying for the mass market."

Enter The Matrix is such a success that we hear Atari might release the game this fall with a renewed marketing campaign to tie it in with the DVD release of *Reloaded*. Oct. 14) and the final movie, *Revolutions*. (Nov. 5)

We honestly spent a lot of time and money focus testing the game, Dyer says. "But in some instances, such as the controls, Core wasn't able to put the feedback into the final product." Still, Angel's lousy reviews have prompted plenty of questions regarding the sudden departure of

"Eidos management are working with Core management to establish the best way forward. Adrian Smith will remain a key member of the Core team," we were told.

ENTER THE MEGABUCKS

With worldwide sales topping 2.5 million units already, the success

SMASH HITS

This summer, sickened with franchise sets that are performing well both in theaters and on PS2, Universal's Hulk hit consoles prior to the movie, just as the buzz was reaching fever pitch. The game was reasonably well received critically, averaging 70.4 percent on Game Rankings, and a respectable four stars from *OPM*, and is sitting at No. 3 on the sales charts this month, behind *Tomb Raider* and *Enter The Matrix*.

In the coming months, we can expect Atari's *Terminator 3: Jdbi*, Soft's *Castlevania*, and the *pe de resistance*, EA's *Lord of the Rings: Return of the King*. Will these fare as well as the big summer hits? The ties between Hollywood and the gaming industry are deepening for a reason. NMS' Snyder tells us, "The excitement and hype factor of Hollywood buzz undoubtedly helps us sell more games."

"From Ah-nold and Angelina, all the way to Zion, Hollywood is dominating buzz and demand for games."

**Those Monkeys Are Back!**

To OPM's delight (especially Gary), the monkeys from Ape Escape will make a cameo appearance in *Monster Rancher*.

THE WATCHDOG**NOTHING TO HIDE**

Four years ago, I started a website called GameDad.com, which capitalized on the fact that videogame ratings provided by the ESRB—the E, T, and M ratings we're now all familiar with—weren't actually very useful to parents. While these single-letter ratings let parents know generally about the age appropriateness of games, they didn't explain why a game got the rating it did.

This was significant because most human beings place varying levels of importance on certain activities. One parent may be more concerned about sexually suggestive themes than violence, while another parent might feel exactly opposite. For three years, I played videogames to provide that specific information for parents. It was a pretty sweet gig while it lasted.

But it was actually a good thing that the gig came to an end. The ESRB has just made it obsolete by expanding its ratings classifications to include content descriptors—30 labels that go a long way toward explaining the details of the overall E, T, and M rating a game might receive. Now, all parents have to do is look at the box, and they'll receive a more useful thumbnail description of what's going on in the game their kids want to play. Of course, some descriptions will be more thumbnail than others: A ratings box for a game in the *Grand Theft Auto* series could conceivably feature a dozen content descriptors, including "Sexual Violence," "Blood and Gore," and "Use of Drugs." A parent of an 8-year-old who comes up saying, "Mommy! I want *Vice City*!" might just faint after reading the box. And, of course, that's the whole point.

This may cause some griping from the kids who are no longer able to slide a game past the parental goalie. But for these kids, there's the satisfaction of knowing their short-term loss is gaming's long-term gain. A rating system that is actually useful to parents shows to censorious government fiddlers that the videogaming community is going out of its way to keep parents in control of what goes on in their homes. This makes it harder for the government to make those decisions. So it's better for the artistic and legal freedoms of the industry, as well as for the range of games that are available for the rest of us to buy and play.

The revamped ESRB rating system shows that videogames have nothing to hide. This is good news for parents. But in the long run, it'll be even better news for gamers.

Do you think the revamped ratings will be a good thing? Or is Scalzi way off on this one? Bring your thoughts to the OPM Message Board at Gamers.com or write to John yourself at johnc@scalzi.com.



SONY'S PHANTOM GAME SYSTEM

PSP wasn't Sony's first try at launching a handheld system

If you've read OPM lately, you know that Sony Computer Entertainment plans to release PSP, a superadvanced handheld system, late next year. But did you know that Sony itself—not the subsidiary Sony Computer Entertainment, which develops almost everything PlayStation on the fledgling—had a potent Game Boy Xross in the works a year and a half ago? And we're not talking about the crappy PocketStation on *Ice*—uh, I mean...

As reported by the Nikkei BP news service, sources from within Sony recently revealed the ET Project, a competing, different handheld system. Set into motion by CEO Nobuyuki Idei and President Kunitaka Ando, the system was to be about the same size as a Game Boy Advance and was slated to feature Memory Stick compatibility. Games were to be retrieved by fitting SD cards into designated slots at stores. You paid the cost of the game at the kiosk and downloaded the game.

So, why didn't we ever see the result of the ET Project? According to Nikkei's report, SCE President Ken



"Perhaps the cancellation of the ET Project may be a blessing in disguise."

Kurumi-advised Ando in June 2001 that it was a bad move for the company at the time. We must give the power into popularizing the PocketStation 2 we just released in March 2000 [in Japan], he told Sony's president. The time is too early for a portable system.

Could this have been a cunning move by Kuroda? Could he have had PMS in the back of his head and not

wanted ET to affect his baby?

One Nikkei source suggests a potential move out of a totally different nature. One core member of [ET Project] was an SCE technician who returned to Sony after getting in a confrontation with Mr. Kuroda over the development of the portable released in Japan only as PocketStation, he says. The source further explains that Kuroda felt betrayed, since Sony had assigned the responsibility of ET to this mysterious individual whom he disliked.

Whatever the case, another Nikkei source wonders why Sony didn't seek SCE's help in the first place. The project wouldn't have been stranded if they had worked together on this.

But perhaps the cancellation of the ET Project is a blessing in disguise. Who wants to download their games from a kiosk anyway?

EVE TALKS UP HER NEW ROLE

You know her best as one of the bad girls of rap, but now she's starring as the sexy Major Jones in *Ubi Soft's XIII*. We chat with the self-described "pit bull in a skirt" about what it's like.

How does the script for *XIII* compare to scripts for movies you've read?

I thought I would just come in, do some lines and some sound effects, but I was surprised at the length and depth of *XIII*'s script. *XIII*'s story is extremely captivating, no different from any movie script I've worked on.

What's your favorite thing about playing Major Jones? Is it that she's a

tough chick? Or is it the relationship with the main character? Major Jones is a strong woman who is sexy and independent; she has a compassionate side, but you wouldn't want to go one-on-one with her. She can hold her own. She saves *XIII*'s ass a few times. I like that about her a lot.

If you do another game, what would you want it to be like?

I would not be for a game to incorporate different scenes from my music videos. I would have a little of everything—action, racing, and of course music—I would have my Raffi Ryder family doing cameos, too!



A New Class of Monkey Catching Madness



George
Most Likely to Be a Showoff



Punto
Most Likely to Show Off



Libby
Most Likely to Scream



Arthur
Most Likely to Be a Showoff



Yellow Monkey
Most Likely to Be a Showoff



Pink Monkey
Most Likely to Be a Pop Star



El Toro
Most Likely to Get a Standing Ovation



Harley Q. Win
Likes to Annoy the King



Billy
Most Likely to Get a Standing Ovation



Leo
Most Likely to Get a Standing Ovation



Monko Polo
Most Likely to Find a legendary Banana



Natalie
Most Likely to Lose Her Wife



Marshall
Most Likely to Finish the Race



Larry
Most Likely to Stay in Monkey Town



Buzz
Most Likely to Be a Showoff



Mr. White
Most Likely to Be an Evil Scientist



Stephenson
Most Likely to Walk the Plank



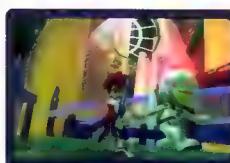
Jimmy
Most Likely to Save the World



Specter
Most Likely to Take Over the World



Cleo
Most Likely to Walk Like a Zany



300 monkeys. They're smarter. They're zanier. And they're trying to take over the world.



PlayStation 2



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DATEBOOK

AUGUST 2K3

SUNDAY

MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

<p>Apparently, August is National Catfish Month. Admit You're Happy Month, and Romance Awareness Month. Treat your special lady to a fish fry and tell her how happy you are to be snuggling with her.</p>		<p>Don't get us wrong, we think <i>Punk'd</i> is great TV, but once upon a time, MTV actually played music videos. In fact, the first one, <i>Video Killed the Radio Star</i>, aired on August 1, 1981.</p>	<p>1 <i>American Wedding</i> out now. We lost interest when Shannon Elizabeth declined to do a nude scene in <i>American Pie 2</i>. She doesn't even show up in part three.</p>
<p>4 </p>	<p>5 NEW RELEASES <i>Shakedown: Rides Gone Wild</i> <i>Freaky Flyers</i> <i>Reel Fishing III</i> <i>RPG Maker 2</i> <i>Silent Hill 3</i> <i>Chaos Legion</i> Not released today: <i>Snoop Dogg's PS2izzle Gone Wild</i>.</p>	<p>6 Somebody, somewhere has deemed today <i>Wiggle Your Toes Day</i>.</p>	<p>7 On this date in 1942, U.S. Marines landed at Guadalcanal in the Solomon Islands, making the first assault by U.S. troops on Japanese positions in the Pacific Ocean. For more WWII timeline info, check out this month's feature.</p>
<p>9 <i>Fast 2 Furious</i> star Devon Aoki turns 21 today.</p> <p>OPM Art Director Bob Conton also celebrates his birthday, but he's much older than that.</p>	<p>11 </p>	<p>12 <i>Madden NFL Football and NFL GameDay 2004</i> are due out today. For some reason, Sega's <i>ESPN NFL Football</i> isn't due out until September. They wonder why they'll always be the bridesmaids.</p>	<p>14 14 <i>National Creamsicle Day</i>. If you're lactose intolerant, try mixing 8 oz. of orange soda with 8 oz. of cream soda. It's a delightfully refreshing summer treat.</p>
<p>17 </p>	<p>18 </p>	<p>19 </p>	<p>21 </p>
<p>24/31 Hide the children, Mildred! Paul "Pee Wee" Reubens turns 51!</p>	<p>25 YOUR HOROSCOPE: Your life as you know it is about to change. Tomorrow, you will have trouble concentrating on work and family life.</p> <p><i>Soul Calibur II</i> hits the PS2 tomorrow.</p>	<p>26 BIG DAY! Lord of the Rings: <i>The Two Towers</i> and <i>The Simpsons: Third Season</i> both come out today. We'll buy <i>The Simpsons</i> and wait for <i>TTT: Return</i>.</p> <p>OPM's Tina Huynh is a birthday girl today.</p>	<p>28 The biggest mouth and the largest tongue in rock and roll unite in Camden, New Jersey, Aerosmith and KISS tour together all this month.</p>

A PLAYMAKER
SCRAMBLES DEFENSES FOR BREAKFAST.



CHEWS UP RUNNING BACKS FOR LUNCH.



AND FOR DESSERT, SMOKED SAFETY.



NEW PLAYMAKER CONTROL

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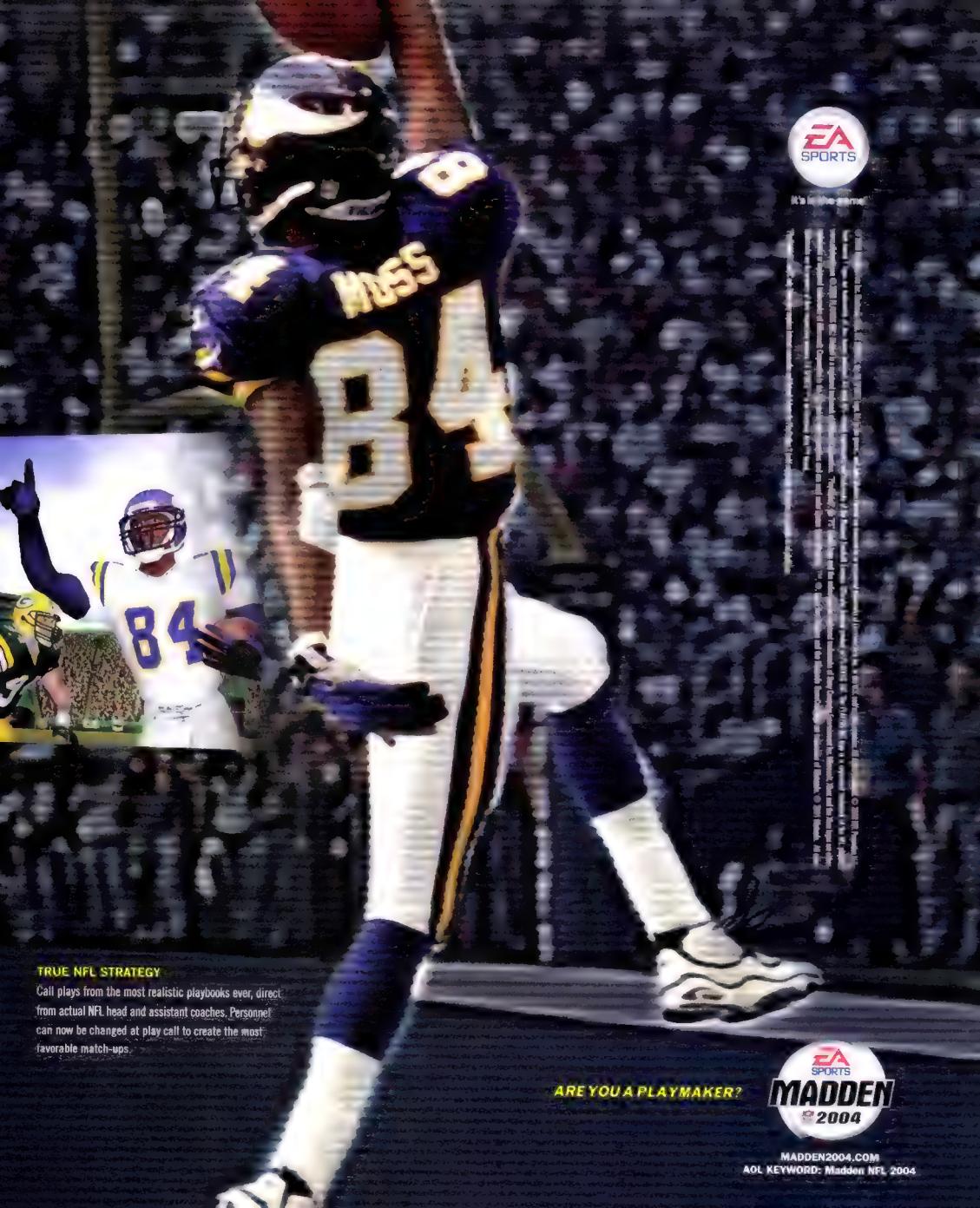
Here's your key to the Owner's Box. Hire a staff, set ticket and concession prices, build a stadium, add luxury boxes, and anything else you want to generate team revenue and fan loyalty.



ONLINE EXCLUSIVE

PlayStation 2





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ARE YOU A PLAYMAKER?



MADDEN2004.COM

AOL KEYWORD: Madden NFL 2004



Rainbow Six 3



Rainbow Six 3



Rainbow Six 3

TEAMWORK

It's absolutely required

Unlike Splinter Cell, neither Rainbow

Six 3 nor the next Ghost Recon is a solo affair. Work with your teammates to accomplish your missions.

**BEYOND TOMORROW**

In addition to the next Splinter Cell, other Tom Clancy games suddenly have our attention

I know, even though it's been established, it's kind of a cliché, but I can't help myself. And then along came Splinter Cell. If you've played it (especially on Xbox, we'll admit), you know how great it is. Suddenly, Clancy games matter. And Splinter Cell: Pandora Tomorrow (see sidebar) is no exception.

Now, I'm not the only one who's excited about the future. Next month, adapting more of play, the year-old PS2 game Splinter Cell: Pandora Tomorrow will get a new release date. You may not hear it from the game's creators, but it's set to hit shelves on March 17. That's right, the game is still available on the PS2, but it's now available on the Xbox, which has its own missions and a new experience in Latin America. Right now, it looks like we can expect the game in spring 2004.

Also coming around the same time is Rainbow Six 3, note that this

is the third game in the series. Next month, adapting more of play, the year-old PS2 game Splinter Cell: Pandora Tomorrow will get a new release date. You may not hear it from the game's creators, but it's set to hit shelves on March 17. That's right, the game is still available on the PS2, but it's now available on the Xbox, which has its own missions and a new experience in Latin America. Right now, it looks like we can expect the game in spring 2004.

Speaking of which, one has to wonder: Has the time come when Clancy games equal the popularity of Clancy movies? Quite possibly!



Ghost Recon 2 (Title TBD)

MIDWAY



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Explore, dogfight and race with some of the most freaky characters you have ever played with, in the first-and-only, fully-open, interactive, 3-D, racing videogame.

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PlayStation 2



Comic Mischief
Mild Violence
Suggestive Themes

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SOULCALIBUR II



Violence

Suggestive Themes

PlayStation 2

REFLECTIONS OF TRADITION. Exclusively on the PlayStation® 2 computer entertainment system, Tekken legend Heihachi jumps into the Soulcalibur II arena. The battle will be hard fought with old Soulcalibur favorites and new masters ready to battle anyone with the guts. And the fighting continues with over 10 modes of play, including the new Weapon Master Mode, giving you the chance to unlock hundreds of weapons, costumes, arenas and hidden characters.



The PS2 *SpongeBob: SuperSponge* game has been compared to something like *Crash Bandicoot*, with several levels of play, which were added to the original PS1 game.



7 SPONGEFACTS

The seventh sexiest man in the world, apparently

You may be wondering why you're looking at a big yellow page featuring a giant picture of SpongeBob SquarePants. Surely it's a kids' show land a kids' game, isn't it? Why would any self-respecting PlayStation gamer want to know anything about a stupid show on Nickelodeon? Why? Because it's not stupid and it's not just for kids...and because, after we did some research, we learned that SpongeBob is actually one of the most surprising pop-culture phenomena ever.

SpongeBob SquarePants: SuperSponge for PS1 was a huge hit, and *Revenge of the Flying Dutchman* for PS2 also sold hundreds of thousands of units. *SpongeBob's* next PS2 game, *Battle for Bikini Bottom*, is aimed at more than just kids—it's a cool platform game designed to appeal to real fans...of which there are many. Check out these SpongeFacts.

1. More than 3 million copies of *SpongeBob* games have been sold since 2001, generating more than \$80 million

2. *SpongeBob* merchandise is expected to reach \$500 million in retail sales this year. Items range from sleepwear for kids to thong underwear for adults.

3. Mattel's Babbling SpongeBob doll sells 75,000 units every week. This makes it more popular than the Tickle Me Elmo doll at its popularity peak.

4. *SpongeBob* was ranked by *Us Weekly* magazine as the seventh sexiest man in the world.

5. Dr. Dre, Sinead O'Connor, Lance Bass, Will Ferrell, Jack Black, Jon Stewart, Jennifer Love Hewitt, Bruce Willis, Jackie Chan, and Dennis Miller are all self-confessed *SpongeBob* fans.

6. Music.com's *SpongeBob* promotion in 2000, aimed at its college audience, was its most successful sweepstakes ever, proving more popular than a similar promotion for *South Park*.

7. *SpongeBob* adult loungewear and boxer shorts are the No. 1-selling property in the character/novelty loungewear category in the United States. Ladies love the Sponge.



FORGOTTEN GEM: THOUSAND ARMS
Sony Computer Entertainment's RPG, *Thousand Arms*, offered gameplay with a similar twist: Your enemies develop depending on your prowess with the ladies.

BULLET TIME

Acclaim nabs comic thriller

What would you do if a man in a sharp suit offered you an attaché case filled with irrefutable proof of someone seriously screwing with your life, a gun, 100 untraceable bullets—and total carte blanche to off said person? No, this isn't some slick new cheat for *GTA Vice City*, it's the basic premise for one of Acclaim's new comic book licenses, *100 Bullets*.

100 Bullets started as a series of gritty morality plays; the mysterious Agent Graves hands out said briefcase to different people and observes them afterward. But it quickly developed into an intricate conspiracy-theory thriller that'd make *Metal Gear* fans' brains melt when trying to figure it all out, linking such heavy topics as the Kennedy assassination, hypnotic triggers, prison, and England's first attempt to colonize America in 1585.

Acclaim also picked up *The Red Star* comic license. *The Red Star* is an indie book about a new type of Russian Revolution—one where magic and technology join forces to unleash action-packed, revolution-style mayhem. You've got your evil despot, your sorceresses in tanks, and your dead heroes reborn, all duking it out in Mother Russia.

Acclaim Austin (*Vexx*, *Turok* series) will be handling both games. Since *The Red Star* features tons of slick-looking vehicles and snazzy spells, it could easily become an action-packed shooter, while *100 Bullets*—with its emphasis on conspiracies and scheming characters—seems better suited for a grittier, more cinematic adventure game, like a *Metal Gear Solid* or a *Devil May Cry* kinda deal. Expect both games in 2004.

100 BULLETS
Brian Azzarello
Eduardo Risso

NO CAPES ALLOWED
Spandex is out as well!
Whether you want to be a magic-casting Russkie or just get away with murder, Acclaim's got you covered.

SNK BACK FROM THE DEAD

About two years ago, we reported that SNK, a favored company of hardcore gamers, had closed its doors due to bankruptcy. That's not the case anymore...well, sort of.

Now that a Korean company called Playmore has purchased the SNK name and all its assets, SNK isn't exactly what it used to be. However, the name is back in use (the American branch is known as SNK Neo-Geo USA), and the company has announced a few

games to be released in the coming months.

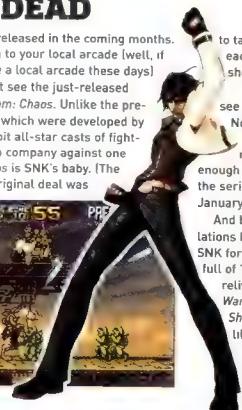
Walk down to your local arcade (well, if you even have a local arcade these days) and you might see the just-released *SNK vs. Capcom: Chaos*. Unlike the previous games, which were developed by Capcom and pit all-star casts of fighters from each company against one another, *Chaos* is SNK's baby. (The companies' original deal was

to take turns releasing games using each other's characters.) A PS2 version should hit sometime next year.

Pending Sony approval, we should see the shoot-em-up *Metal Slug 3* this November, plus a two-pack featuring *The King of Fighters 2000* and *2001* a month beforehand. As if that weren't enough for King fans, the first 3D version of the series is on schedule for release come January, followed by *King 2002* in April.

And based on the success of PS1 compilations like *Namco Museum*, can we blame SNK for wanting to release a similar title full of '80s classics? Who wouldn't want to relive the likes of *Baseball Stars*, *Ikar Warriors*, *Fatal Fury*, and *Samurai Showdown*? We might get something like that at some point.

It's nice to see such an important company in gaming history back on its feet again. Huzzah!



DATA STREAM

Holy SmackDown!



THQ has finally revealed its new *SmackDown!* game for the PS2. Look forward to improved graphics, new story lines, and, most important, the bra-and-panties matches when it hits this fall.

Beastie Brawling



From the team bringing you *Resident Evil Online* comes *Capcom's Monster Hunter*. Four people team up online to hunt down massive monsters. Expect it sometime next year.

Dragon Bore-ier



Proving that Japanese gamers will buy anything with *Dragon Quest* (*Dragon Warrior* to us) on it, Square Enix will release a new toy/game that allows people to play a *Dragon Quest* game with this sword peripheral. It's never coming here.

Plant One on Me



How we missed this for "Only in Japan," we don't know. But thank goodness we did, since it's coming here! Natsume is bringing over *Chu-*lip**, the first ever kissing RPG, this fall. Yes, it's an RPG in which you go around kissing everyone.

That's not her
real hair.

YOUNG. FEMALE. DEADLY.

Move over, Snake and Sam!
Sydney's coming in November.

Fans of the *Alias* game will be pleased to know that super spy Sydney Bristow in a new game based on the show, due this November, set to expand on the show's established storylines. Acclaim has secured the talents of all the show's main cast members to provide voice work, and participation of the show's writers and producers that the experience is as authentic as possible.

"While we were told the entire story for season one when they'd only filmed a few episodes," says James Sheahan, brand manager for *Alias* at Acclaim. "The events of the next season are so secret that even we don't know what happens next. There are no hints at season three in the game when the story for the game is wrapped up." Acclaim game designer and art director, Al Scriptoriari, elements and characters from the show were included in episodes one through twelve of the game. But by the time the game comes out, these episodes will have aired, so fans will already be aware of them. Also, the game does explain where Sydney (Espinoza) went head-to-head with Sydney in the first season.

As has been the case with most PlayStation 2 games, *Alias* is a bit of a surprise. Immediate impressions are that it has a lot in common with *Spider-Man*; the vibe is definitely soft.

Where *Alias* will differ is in the combat system, which is much more biased toward Sydney's ass-kicking style. Also, expect the trademark disguises (that natty little silver number she sported in season two, holding out for a place big

hit), and two new weapons. Jim, however, now knows, however, that there are no hints at season three in the game when the story for the game is wrapped up.

James Sheahan, brand manager for *Alias*, on how he sees the game fitting into the franchise.

Playable characters are awful, similar, decent hits, which is kung fu fighting, holding out for a place big

CLIFFHANGER When last we left Garner's Agent Sydney Bristow, she fought her evil roommate to the death, collapsed in exhaustion, and awoke two years later, in Hong Kong.



ENTER TO WIN! YOUR CHANCE TO GET ALIASED UP!

Just answer five questions online to test your *Alias* knowledge for a chance to win cool prizes like the first season of *Alias* on DVD, the game, or (and here's the exciting grand prize!) a trip for two to the set of the show. Enter on the Web at www.thespin.com.





NFL GOES STREET

Football gets the Big treatment

Hoping to capture *NBA Street's* mix of action and attitude on an asphalt gridiron, EA has announced *NFL Street*, a 7-on-7 street-football game featuring licensed NFL stars.

Madden NFL developer Tiburon is taking a break from its usual focus on obsessive simulation detail. *NFL Street* favors arcade-style action with no helmets, no penalties, no punting, and showstopping big plays. Its trick system is adapted from NBA Street's, in which a series of special moves combine to build up a Gamebreaker meter, culminating in plays that can shift the balance of a game.

NFL Street won't have the entire NFL roster on offer, but it will include 300 licensed stars from all 32 teams. Today's players appear alongside retired legends—Barry Sanders will be one of the game's cover stars ETRA brought him out to promote the game's debut, alongside Ray Lewis of the Ravens), and he'll be joined by other notable names. You can also create your own players by customizing their appearances and accessories, then build them up by earning points in the NFL Challenge mode. Along the way, unlockable items range from extra accessories to special player upgrades.

Like *NBA Street*, *NFL*'s environments...in the urban sprawl from vacant lots to play ground fields to the streets themselves. In a new twist, though, the nature of the terrain affects gameplay—playing on the blacktop demands different skills compared with playing on the sandlot. To suit the settings, EA plans to sign up musicians for a soundtrack featuring the latest in rock and hip hop.

Four-player support is a given on all three consoles, but as usual with EA's games, PlayStation 2 gamers get the best deal—online play will be available only on our system

-Dave Smit

ULTIMATE GAMING GIRL

It takes a lot to get some respect as a girl in gaming. And it takes even more to be the ultimate girl. With this in mind, we took a look at some of the PS2's finest ladies. Looks like Lara raided the top spot. Don't agree? E-mail us and tell us why at comixedit@msn.com.



DATA
STREAM

Some More Payne



Rockstar has revealed the sequel to *Max Payne*. Titled *Max Payne 2: The Fall of Max Payne*, the game will boast a new visual style and is being dubbed a "film noir love story." Look for it to hit PS2 sometime next year.

Harry's Roots



EA will release a new *Harry Potter* game for PS2 this fall, this one based on the original book, *Harry Potter and the Sorcerer's Stone*. The good news is, it's an all new game and plays similarly to last year's *The Chamber of Secrets*.

Change of Heart



Aruze has revealed *Shadow Hearts 2* for PS2. Now accomplished entirely with 3D graphics, the game takes place six months after the original and stars a new pair of heroes, Nichol and Karen.

Bombs Away!



Hudson is currently beta testing *Bomberman Online* for PS2 in Japan. It allows eight players to go at it over the Net. If there's one online game that needs to come here, this is it!



Bob recently spent a day filming a commercial for X-Games IX using Hugh Hefner's Playboy Mansion pool as a skate park.

WHAT ABOUT BOB?

Bob Burnquist rejoins his pal Tony Hawk in *THUG*



He stepped out of Tony Hawk's *Pro Skater 3* to be the center of attention in Konami's ill-fated *ESPN X Games Skateboarding*, but returned for Tony's fourth game and his upcoming fifth title, *Underground*. Bob Burnquist is regarded as one of the most innovative and progressive skaters around and is heralded for his death-defying stunts and business acumen (he

than others. And yes, I usually pick myself as a character. For the development of the game, we want to make sure that the tricks and the style our character is doing fit into what we actually do. I've played with only a few different characters, and it's usually Koston or Tony.

Was it weird going to *ESPN X Games Skateboarding* after being

What's your favorite skating environment ever portrayed in a *Tony Hawk* game? What makes it so cool?

When *THPS2* came out, I was stoked to be able to skate Marseille skatepark in France in

How did you become a pro skater? Can we follow your career path in *THUG*?

It was a gradual thing. One thing led to the next and before I knew it, I was getting paid to skate. Turning pro wasn't a big formality—it was actually kind of funny. I skated a couple open pro/am contests in Brazil and qualified in the first one. In the second one, I just told the announcer that I was pro now. He announced it just as we were getting ready to go on to the finals. I got nervous and bailed my tricks. I ended up in seventh place.

How accurate is the portrayal of a skater's life in *THUG*?

It's just a little taste of it. The tricks are exaggerated but possible. Some are just completely impossible, but that's part of how much fun the game is.

What are you most looking forward to in *THUG*?

What I always look forward to in the new games: new crazy spots, ease of play, and not too much

in the first two *Tony Hawk* games, then returning to Activision's series for *Tony 4*? No, it wasn't weird at all. It was just what I felt like doing at the time. It gave me a little more exposure, and then I came back under Activision's wing with a more solid deal. Activision is the strongest when it comes to skateboarding games, so it made total sense to partner up.

What's the hottest real-life skate spot in the world?
My backyard.

waiting around. *THPS4* did an amazing job at keeping the game flow going. In this case, I'm looking forward to the Story mode. It's a whole new way of playing the game.

When will the player meet you in *THUG*, and what will your exact role be?

We're all going to have to wait and get the game to find out. It's going to be ONE FUN GAME!

So, Tony gets all the glory, having his 900 and all. Do you plan to carry out any revolutionary moves of that caliber at some point in the next few years? Any chance you could let us in on it? Of course Tony gets all the glory, it's his game and he deserves it! As far as big moves, I've had a few, and there are a lot more I want to do. I don't really know what I'm doing until a month or two before I actually do it. Sometimes, I don't even know what I'm going to do tomorrow. It's a matter of dreaming it, then believing in it, and then finally going for it and just doing it.

"The tricks are exaggerated but possible. Some are just impossible, but that's part of how much fun the game is."

runs two companies, Burnquist Organics and Melodial. We caught up with him to talk about skating, games, and Tony Hawk's *Underground*.

Have you played every game in the series? If so, do you play as yourself? If not, who are your favorite skaters to play?

I've played pretty much every game that's come out...some more

Now, for something completely different.

BREAK OUT OF the Box



ALIENS VS. PREDATOR: EXTINCTION

Most titles these days feature one race, one group of weapons, and one planet. Aliens vs. Predator: Extinction, however, lets you control an Alien Hive, order a Predator Clan, or lead a crack squad of Colonial Marines. The goal? Nothing short of interplanetary survival. Each race has seven levels swarming with enemies that must be eradicated to be considered defeated. Each has its own characteristics and different styles of play. Want to go in guns blazing? Want to sneak up with Optical Camouflage and slice throats from behind? Or do you want to just overwhelm your foes by sheer numbers? Aliens vs. Predator: Extinction features 10 different unit types per race, including the never-before-seen Predator Hydran and Alien Ravager. What can they do? We could tell you, but then we'd have to kill you. There are 21 unique maps, ranging from what you'd expect of the movies: humid jungles, barren deserts, and high-tech laboratories where experiments went horribly wrong. With weaponry ranging from pulse rifles to exosuits, airstrikes and tooth and claw, Aliens vs.

Predator has enough
action to satisfy
anyone's hunger.



THE ORDINARY



NFL BLITZ PRO

Like playing the all new and improved Blitz, but still long for the days of old? Worry no more—with only 10,000 credits, you can turn to the Blitz Shop and buy Blitz Classics and have the best of both worlds.

Tired of doing an octopus impersonation when you have to pile in a bunch of codes at the loading screen? Buy the Butterfingaz Secret Game Mode in the Blitz Shop for 50,000 credits to play the mode that only the

If you like the matchup of David Vs Goliath, you can play with three-inch dwarves versus 30-foot giants in [Blitz](#), for just \$1000. You can even get a free trial for 100,000 credits!

The following codes must be entered at the Passcode screen:
Unlock all multiplayer scenarios: GAMEROOM
Demolition mode: TNT
GoldenEye Strike mode: ORBIT
Protect mode: GUARDIAN
Uplink mode: TRANSMIT
Assassination mode: SCOPE

Jaws: DENTAL
Oddjob: BOWLER
Xenia: JANUS
Goldfinger: MIDAS
Tuxedo Bond: BLACKTIE
Unlock all: PARTY

**Alpine Escape: POWDER
Double Cross: BONSAI
Night Shift: HIGHRISE
Chain Reaction:
MELTDOWN
Phoenix Fire: FLAME
Deep Descent: AQUA
Island Infiltration:
PARADISE
Countdown: BLASTOFF
Equinox: VACUUM**

Get all upgrades: Q LAB
Laser upgrade: PHOTON
Upgrade missiles:
LAUNCH
Extra sniper ammo:
MAGAZINE
Explosive scenery: BOOM



DABE TO LOG ON TO [THEPOWER.COM](#)

BEYOND GOOD & EVIL

things you should know
Ubisoft's gorgeous

A CONSPIRACY

"between appearance and theme," says Michel Creteur. "It's set in a futuristic world where the heroine is a scientist recruited by a rebel group to investigate an anomaly. The fact that people can be controlled by media, governments, or individuals also

IT'S NOT A COOL

Most 3D action games are about saving the world from some bad guys. *Dexter* offers a much more complex take on the genre. "It's about the object," Creteur says. "It's about the game itself."

IT'S WISE

The most interesting part you'd expect—it's actually a metaphor for manipulation." "Players need to understand that they're being manipulated, manifested in the side character Pey'j, a piglike beast who is actually very trustworthy and helpful."



TOXIC TROUBLE

Ever notice how the *Pac-Man* games feel like you're surrounded by toxic waste? Finally look outside your window! Check out some screenshots from



characters. When he's kidnapped in front of your eyes, you actually feel something about that."

JADE IS LIKE A REAL WOMAN

Jade is far from the stereotypical videogame heroine. "I wanted to create a character, a persona, and a real person," Ancel admits. "I've got nothing against sexy action women, but with Jade, the question was about her role, her situation in the world, and the meaning of her life." As opposed to the size of her breasts, he quips. "She evolved a lot during the development of the game—visually, and psychologically."

THIS IS IMPORTANT

The photojournalist is the most important character in the game," Ancel says. "She's the one who has her reporter's skin, capturing what's important, exactly what is happening on the planet of Hyrule. She's there, these photographs to expose the conspiracy and to convince the people of Hyrule to join the revolution against the organizations controlling the world. Their propaganda, the control of people through money and objects. To help the player continue to play, it emerges as the last hope of the revolution."

HER UNCLE IS A PIG—LITERALLY

"Peijian is Jade's uncle, but he's not the typically cute uncle you would expect in a children's story. He likes to read

books about tigers, and he'll light y

beer in the Akuda Bar," Ancel laughs. "Peijian is like Beauty in the contemporary art scene, due to increasing in size. While their differences perfectly, on his size, petite art spaces."

Two also

sequentially instruc

tion.

IT'S ACTUALLY

The player can run around and jump around, but so is it all sneaking around? "It's like Snake or Sam Fisher," Ancel says. "Elements are incorporated in the game. It also features puzzles, dialogue, and combat." It took about a year to make the various tools compatible with each other, he concedes. "The controls have to be fast, the gameplay had to be complex logically, and the balancing between these two was difficult to achieve. We realized that the best way to achieve this was to make the puzzle and replay [elements] compatible."

As for the puzzle solutions, Ancel explains, "You have to solve a lot of riddles and then finding them, testing the rules and then testing them again."

OCTOBER 2003.
IT'S COMING.



FINAL FANTASY:
UNLIMITED



www.advfils.com

He's been described by some as the Miyamoto of France, but are you familiar with Michel Ancel? His most famous creation, *Rayman*, is much more successful than you'd expect, having sold millions of copies worldwide. His latest epic, *Beyond Good & Evil*, is an ambitious project that caught everyone's attention when it was unveiled at E3 a year ago. The project has since turned into one of the most impressive PS2 games currently in development. Ancel took some time out of his crazy schedule to clue us in on his thinking.

Do you have a central philosophy for your game design?

Let the game tell the story. Clearly, the game must create the game. As a game designer, it's incredibly rewarding to see a player find unexpected and interesting things. Simple games have that yield complex

"We're thinking too much as gamers and not enough as entertainers."

gameplay are good, but the developers (*UbiSoft*) is the perfect example of cool. We learned a lot while working on *BG&E*, and it's always related to this simple principle.

Any advice for aspiring game designers?

We are the second generation of game developers. Miyamoto is the first, and I'm convinced that it's just the beginning of the story. Today, game developers are the pioneers of entertainment, but that is still very young—we will have a long way to go.

If you could make a game without worrying about sales, what would it be? A game based on the communication between people. I'd like to know the use of a virtual world in a way that's different than just fighting or sharing powerful tools or items. I'm sure we're using only 10 percent of the potential for games. If we can tap into 10 more percent, we can double the number of people who are attracted to the experience. We're thinking too much as gamers and not enough as entertainers.

You weren't in game design, what would you be doing? Making movies?

With *Rayman*, we had contact with Hollywood people about making movies, TV series... all these things. But to me, the things we can do with videogames are incredible; I prefer working [in this industry]. I think I'd have done something

different from virtual things or entertainment. I think I'd have been a teacher. The contact with people and children is very important for me.

Is there a central theme that unites your games?

We always try to add surprise to games; we surprise people by mixing things they know with some very strange things. In all our games, we try to make strange creatures and other things appear so that the player doesn't know exactly what will happen next. When you already know what's going to happen in the story or what kind of creature you will meet next, you won't enjoy that feeling of surprise.

Speaking of surprise, did the success of your *Rayman* games surprise you at all?

It was very surprising. Behind the Rayman character, you have an immersive, surreal

world backed up by compelling gameplay and content. The first *Rayman* taught us that a successful game depends not only on positioning, but also on the depth of the game play, which players will appreciate in the end.

You can often see the difference between a U.S. game designer and a European game designer. But your games look different from both. Would you say that your vision has a European or even a French feel to it?

To be honest, I wouldn't say French culture. Sometimes we are a bit unclear on what French culture actually is. When I was younger, I was looking at *Indiana Jones* and I was looking at Japanese movies and comic books.

But if you look at the worlds you created, they do look different from those coming out of the United States or Japan.

I think for me, it's a mix. I think it's a connection between these two worlds. You know, Japanese art is sometimes very bizarre, and the Japanese are doing such impressive things. Death—it's still there. It's incredibly violent. In our game worlds, we have chases where everything is exploding. And at the same time, we have very intimate sequences and very bizarre sequences. So I think we are doing a very natural mix. I would say we are doing very typical French things, but that's not being very honest.

VISIONNAIRE



Michel Ancel
Game Creator, Ubi Soft
Career Highlights:
Rayman, Rayman 2



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GUNCON2



Blood and Gore
Violence

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ONLY IN JAPAN



LET'S DO A MARATHON

The Olympics have a habit of making heroes out of stars from dull and minor sports. Here in the United States, we celebrate people like gymnast Kerri Strug. In the U.K., they worship Sir Steve Redgrave...a rower.

Japan's Olympic hero is Naoko Takahashi, and her reward for winning gold in the marathon at Sydney three years ago (aside from fame, endorsements, and a gold medal) is her very own game from Taito. Of course, marathons aren't the easiest sport to translate into games, being far too long for a *Track & Field* button-mash and lacking any sort of navigational element to spice up running over 26.2 miles.

So Taito has gone with a different, more creative approach: *Let's Do A Marathon* isn't about running marathons, but rather running a sports club that trains marathon runners. You control every aspect of the process, from finding a suitable base to building your club's facilities (a small dirt track is not likely to impress Ms. Takahashi), and then collect a solid stable of runners.

In a classic case of "if you build it, they will come," your facilities are key to attracting top runners and huge endorsement deals. You can also improve your existing



staff with hard training sessions and let them loose on actual marathons throughout Japan.

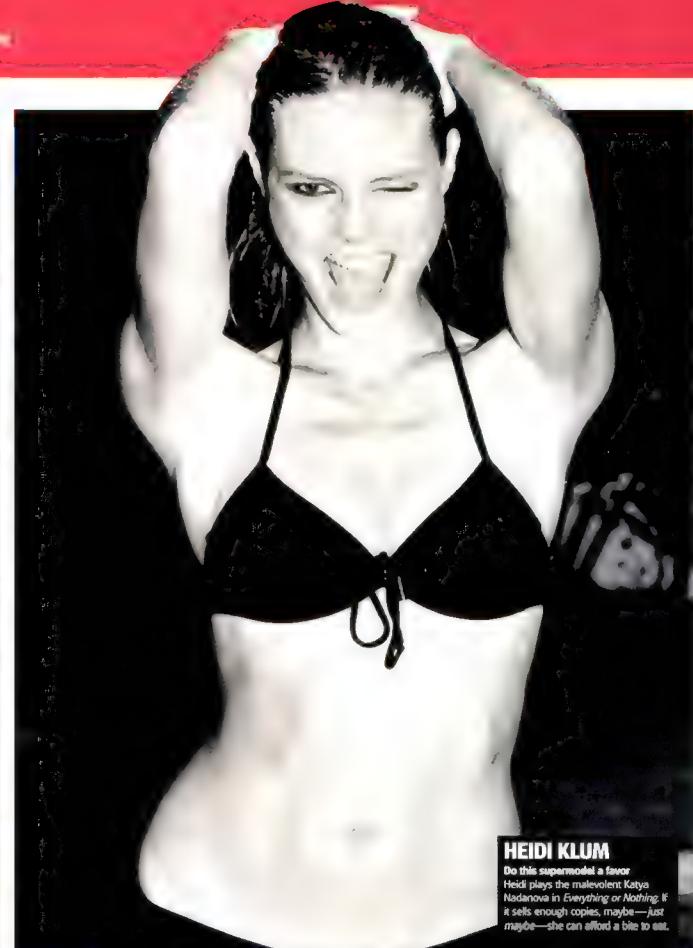
Now, here's where it gets exciting: While you watch your runners go through their paces on the track in glorious 3D, you grind your analog sticks to encourage them and cheer them on! And, of course, any prize money they earn goes straight to your pocket for the good of the collective (it's a communist thing), so you can train them even harder and build an even more swank club. After all, your final goal is to become filthy rich.

FURTHER BUSINESS MANAGEMENT

Derby Station (various): Another Japan-only title, this puts you in the fascinating dual role of rich fatcat racehorse owner and manure-encrusted racehorse trainer.

Aerobics (SNES): Surprisingly compelling airline management sim and totally deserving of the mocking a place in this list may entail. Hey, Koo! Sequel. Now.

Let's Make A Pro J-League Soccer Club! (PS2): Yes, let's!



HEIDI KLUM

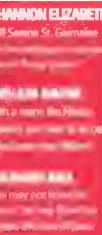
Do this supermodel a favor: Heidi plays the malevolent Katya Nadanova in *Everything or Nothing*. If it sells enough copies, maybe—just maybe—she can afford a bite to eat.

BABES & BADDIES

Everything or Nothing feels even more like a Bond film

Two years ago, EA released *Agent Under Fire*. With their intent on orbiting James Bond movies with *Nightfire* last year, Pierce Brosnan (Kenseth) was added along with a generally improved cinematic style. As the next game to utilize the 007 license in such a way, *Everything or Nothing* moves the series away from casting Hollywood talent beyond the usual Bond crew. We've come to expect [check out the cast to the right]. As if it's not enough that all character models resemble their respective actors, we also hear their voices—a notable first for Pierce

	PIERCE BROSNAN As James Bond, instead of just acting like one. Brosnan's James Bond is a bit of a bore, but he's still a good-looking fellow.
	SHANNON ELIZABETH As Katya Nadanova, Brosnan's love interest. Elizabeth is a bit of a bore, but she's still a good-looking fellow.
	HELEN MIRREN As Anna, Brosnan's mother. Mirren is a bit of a bore, but she's still a good-looking fellow.
	HELEN SHAYER As Anna, Brosnan's mother. Shaver is a bit of a bore, but she's still a good-looking fellow.
	MICHAEL IRONSIDE As Dr. Gruenwald, Brosnan's henchman. Ironside is a bit of a bore, but he's still a good-looking fellow.
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OVERHEARD "I look forward to returning as James Bond in *Everything or Nothing*. Playing this role again is like making a new introduction of the character to a new generation of Bond fans." —Pierce Brosnan

Clish MacLaver's

GOSSIP GOSSIP

All the muck that's fit to rake

All kinds of good stuff this month, including some news that I genuinely hope actually happens. Like this first story about the future of Lara Croft. Wouldn't it be awesome if this happened?

LARA GOING TO CRYSTAL D?

By the time you're reading this (I'm writing it in early July), you may

have read news of something happening with *Tomb Raider*, but as we go to press, I'm hearing all kinds of rumors about what's going to happen to the franchise. Since Core dumped it up with such gay abandon and prompted every critic in the world to hammer the crap out of it, much has been said about Core's abilities. Perhaps it's just wishful thinking, but there are some strong

indications that Eidos will set up a team for the second episode of the trilogy at Crystal D's offices. The new game will consequently use a variation of the engine used in *Defiance* (which is gorgeous, and rocks), but with all of the art assets developed at Core for the whole series. Where would this leave Core, though? Right now...who cares? What was the last game they worked on that you actually liked? For me it was *Tomb Raider 2*, and that was a long, long time ago.

NEED FOR SPEED GOES TO THE ARCADE

Folks that got a kick out of last month's big cover game, *Need For Speed Underground*, will be thrilled to learn that it may be turned into an arcade machine. Expect a variation or hybrid of *Underground* and *Hot Pursuit*, with even wilder graphics! Sounds cool to me.

KNIGHTS OF THE OLD REPUBLIC

With Xbox owners going absolutely ga-ga (and rightly so) over BioWare's *Star Wars Knights of the Old Republic*, a number of you have e-mailed to ask me if it will ever come to PS2. As far as I know, it's a true Xbox (and PC) exclusive. LucasArts has been quiet about plans to port the game to PS2, and it's safe to assume that with the good reception the game is getting, Microsoft is keen to keep it exclusive. If it does come...it won't be for at least a year. Yeah, I know. Sucks, huh?

THE FOUR ARE COMING TO PS2
The latest superheroes to get their own game are the Fantastic Four, courtesy of Activision and 7 Studios. Look out for multiplayer co-op gameplay. Nice

E-MAIL ME!

Got some good gaming gossip?

If you hear anything juicy or get your hands on some cool screens or pictures, send me an e-mail at the following address:

clish_maclaver@ziffdavis.com

FANTASTIC

BURNOUT
A spin-off of the hit racing game, this one focuses on the more violent side of racing.



NEED FOR SPEED GOES TO THE ARCADE
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E-MAIL ME!

Got some good gaming gossip?

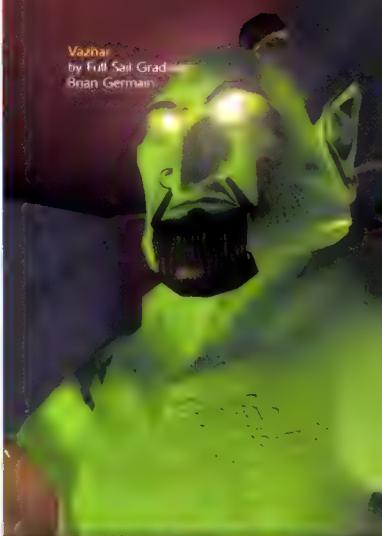
If you hear anything juicy or get your hands on some cool screens or pictures, send me an e-mail at the following address:

clish_maclaver@ziffdavis.com

GRAND
GTA4: IS IT ONLINE OR NOT?
There have been all kinds of rumors lately about GTA4 games. The one I believe most is that it'll be announced at the end of this year, and that it'll be a huge online game. Watch this space!

XIII-2
OR SHOULD THAT BE XIII?
Ubi Soft's *XIII* isn't out yet, but there's already talk of a sequel. But what to call it? *XIV*? *XIII-2*? Expect it to continue the story and take in a lot of themes from the comic book.

Vazhar
by Full Sail Grad
Brian Germain



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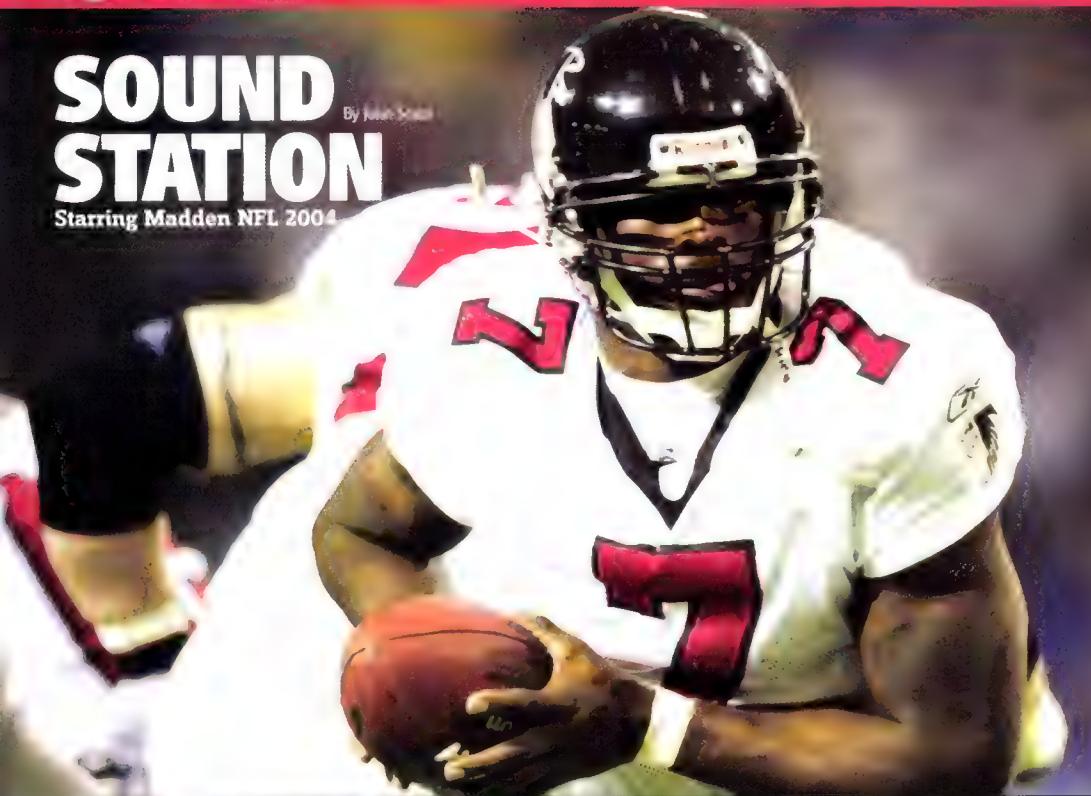
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SOUND STATION

By Mark Schild

Starring Madden NFL 2004



AFI:
Sing the Sorrow

If I were 16 and clinically depressed, and had somehow avoided raiding my cool uncle's CD collection for the Bauhaus albums, I would say *Sing the Sorrow* is, like, the coolest album ever. But I'm not, so *Sing* strikes me as distinctively goth lite—maybe a nice first dip into those shadowy places filled with pale people in high-boots, but definitely in the shallow end of that murky pool. Part of this estimation is due to Davey Havok's light tenor, which is not really dusky enough for me; at certain points, he sounds like an '80s hair-metal shrieker.



AM Radio:
Radioactive

AM Radio plays slightly better than average power-pop punk and tellingly remembers that an excellent secret ingredient for any power-pop punk band is that slightly ragged edge of...well, most people would say "angst," but it's more accurate to call it "pathetic desperation." AM Radio is just a bunch of crunchy guitar-slingin' sad sacks, and it works on track after track, from the breakup de luxe of "If This is the End" to the sad, achy falsetto bravado of "Cold Blue." They come across as "pity date" material, which is not so good to be, but not bad at all to listen to.



Joe Budden:
Joe Budden

Budden gets scarily auto-biographical on the aptly named "Ten Mins." (It's 10 minutes long, you see), going on in detail about his life and times: as a former drug user and son of a felon. This sort of track could have been like being trapped at a poetry slam gone-garishly wrong, but it's head-and-shoulders the best thing here, and some of the most affecting rap I've heard. The rest of the album is more playful, sometimes skating right up to the edge of obnoxiousness. It's all good, but it's "Ten Mins." that makes me want to keep an eye on where Joe goes next.



Final Score **★★★**

Gob:
Foot in Mouth Disease

Gob's sound: "Bland 182," was one, "Sub 41" another. Maybe these guys live a hard-edged life at home, but they sure sound like posers: "Oh Eltin," is so puerile it sounds like what would happen if the members of low-rent boy band Dream Street decided to punk themselves up. This is a cheap swipe at Gob, but I guarantee you, fans of Dream Street have reason to be upset as well. Gob gets worked up once in a while ("This Evil World" "clicks") but too few times, too far between.



Final Score **★☆**

The Roots:
Phrenology

Smart, creative, funny, soulful and hard, *Phrenology* is more than a damn fine album, it's a veritable smorgasbord of the entire rap genre (and beyond)—check out the slammin' 24 seconds of punk in "!!!!". For me, the Roots are at their best with a laid-back groove, like you get with the slithery "Sacrifice" or with the sexy funk of "The Seed." But there's something here for everyone and more than enough left to go back for seconds. The Roots overreach only once, with the turgid album closer "Something in the Way of Things In Town." Everything else is tasty. Final Score **★★★★**



advertisement

COMING SOON



侵食汚染 .hack OUTBREAK™ Part 3

In the 3rd chapter of the .hack saga "The World" continues to deteriorate as the virus spreads out of control and crosses the increasingly transient line separating "The World" and reality. As Kite you must battle your way through "The World" before it implodes upon itself. In part 3 of the .hack series you are faced with the distinct possibility that this virus might be unstoppable leaving .hack part 4 to be something developed by Mr. Newton or Sam Antic. And still no internet fees involved.

publisher Bandai//developer Cyber Connect 2
genre Simulated MMORPG//release date Fall 2003

You'll fight your way through contaminated servers and eliminate enemies all in an attempt to uncover the cause of this debilitating virus that is slowly taking over the network. And don't forget about your friend Orca who's still in the coma!

I love part 3. I must admit I am addicted to the completely original gaming experience that hack offers. I enjoyed part 1 and became addicted with part 2. The battles and story intensified and the cast grew to include a mixture of online/offline players. Moreover the sensation of playing an online game intensified emails and news items drew me further and further into "The World" and part 2 also has a cool mini-game —Crunchy Racing.

A great story and addictive gameplay.



Team up with characters from the animated TV series.

further into "The World" and part 2 also has a cool mini-game —Crunchy Racing.

In part 3 every individual element of this story steps up another notch. This series keeps getting better and better. I'm completely hooked! .hack part 3 is a must buy. And I can only add that .hack had better come soon.

-Orca, Web News, Altlimit.



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Mature Sexual Themes
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.hack//SIGN

As seen on

CARTOON
NETWORK

PlayStation®2





DVD REVIEWS

By John Scalzi



THE LORD OF THE RINGS THE TWO TOWERS

The middle child in a very gifted family

The middle films of trilogies are famously difficult things in that they're not beginnings or ends. It's the sort of thing that makes filmmakers twitchy, but apparently not Peter Jackson, who solves the problem in *The Two Towers* by ignoring it completely and just roaring through his story. It's a smart move: *TT* is definitely part of a greater whole film cycle that critics are already acknowledging as arguably the greatest fantasy put to film, but it's also its own thing, an unapologetic meditation on good and evil and what's required by the former to stand up against the latter.

This theme is most obvious in the brain-boggling Battle of Helm's Deep, in which Aragorn (Viggo Mortensen), Gimli (John Rhys-Davies), and Legolas (Orlando Bloom) stand with a paltry few humans against a manifestly evil army of darkness. But it's also in how Merry and Pippin rouse the tree-hugging Ents from their apathy and into battle against Saruman, and most especially in the travels of Frodo

(Elijah Wood) and Sam (Sean Astin), who have to deal not only with the evil of the Ring pressing on Frodo, but also with Gollum (voiced and performed by Andy Serkis but imaged in convincing CG), who is a walking dichotomy of these two moral states.

You don't have to spend a lot of time thinking about all this (you can just watch the great action and spectacular effects), but if you want it, it's there, provided in a subtle, intelligent fashion that (here comes the slam) makes *Star Wars*, the other leading good-versus-evil series out there, look like it's written by monkeys.

Like the release of *Fellowship* last year, this DVD comes with some decent making-of extras and a preview of the next film (and a short film by Sean Astin), but most of the real DVD goodies are being saved for the extended version, which comes out in November. But really, like you're going to be able to wait that long.

Movie Score: ★★★★½

DVD Extras Score: ★★★



UPCOMING DVD RELEASES

August 5, 2003

Agent Cody Banks
Bringing Down the House
Casablanca: SE
Futurama: Season 2
The Haunting
Soylent Green
Star Trek DS9: Season 4

August 12, 2003

Babylon 5: Season 3
Cradle 2 the Grave
Head of State
The Hunted
SNL: 25 Years of Music

August 19, 2003

Bowling for Columbine
Chicago
The Commitments
Roger & Me

August 26, 2003

Amazon Women on the Moon
ER: Season 1
The Howling
The Lord of the Rings:
The Two Towers
Mr. Show: Season 3
Animal House: DSPE
Once Bitten
The Simpsons: Season 3

ANIMAL HOUSE: DOUBLE SECRET PROBATION EDITION

(John Belushi, Tim Matheson)
An ma House is the godfather of frat-party movies, and it's still the best one by such a wide margin that it's sort of sad—considering this movie is old enough that people will be the same year it came out have graduated from college by now—or even worse, that's aint, you? This film is the repository of the collective memory of John Belushi as the unstoppable manc Pluto. Honestly, can I imagine why you wouldn't want this flick, it's so funny that it's tough not to pee yourself. For all that, the extras aren't *Double Secret Probation* worthy. No commentary, for one thing, just some animated anecdotes and a where are they now? bit.
Movie Score: ★★★★½
DVD Extras Score: ★★★

BOWLING FOR COLUMBINE

(Michael Moore; Charlton Heston)
conservatives absolutely, positively hate documentary filmmaker

POP QUIZ

A. Queen Latifah. She starred in *House* and played Mama Morton in *Chicago*.

Michael Moore, primarily because he's like them. He's not really interested in being fair on the way to making his point. In *Bowling for Columbine*, his point is not so much that there are too many guns as it is that Americans are awfully eager to point them at each other and pull the trigger. The film tries to get at this through ways that are both slashtingly funny and rhetorically over the top (for example, taking victims of the Columbine shooting to Kmart's corporate headquarters to get refunds on the bullets shot into them). The film may inspire or enrage you, but it's a guarantee you won't be bored. The DVD commentary is done by interns (really), and the extras include interviews with Moore, a teacher's guide, and a return to Columbine six months after the film's release.

Movie Score: ★★★★

DVD Extras Score: ★★★★

BRINGING DOWN THE HOUSE

(Steve Martin, Queen Latifah)

This was a surprise hit earlier this year, but it's difficult to see why people were surprised. It's Steve Martin and Queen Latifah! You'd really have to work at it to go wrong with these two. And don't think the movie doesn't try. The plot is as unoriginal as they come and the central message (that all a



repressed white guy needs for happiness is quality time with a street-smart black woman) is fairly patronizing to everyone involved. But when Martin and Latifah get going, you forget to be annoyed. They're fun, and that's all you need from this flick. Latifah and director Adam Shankman show up for the commentary reel, and the DVD comes with deleted scenes, a gag reel, and a music video.

Movie Score: ★★★★

DVD Extras Score: ★★★

CASABLANCA: SE

(Humphrey Bogart, Ingrid Bergman)

Like you need to be told what this film's about? What? You do? I may weep. Bogart, crusty expatriate bar owner determined not to stick out his neck. Bergman: old flame trying to help her stuffy husband save the world from Nazis. Add fabulous supporting cast. Shake well. Pretty much the perfect

Hollywood movie. *Casablanca* is already out on DVD, but this special edition has much to love including 10 minutes of newly uncovered extra screen content, the pilot episode of long-forgotten *Casablanca*, a T-tv review, two documentaries hosted by Bogart flamer Lauren Bacall, commentary by Roger Ebert, and even a Looney Tunes cartoon. *I Carrotblanca*? See it, because you're not a real moviegoer until you do.

Movie Score: ★★★★★

DVD Extras Score: ★★★★

CHICAGO

(Renée Zellweger, Richard Gere)

It's the first musical in 34 years to win an Oscar for best picture, but is it actually good? Sure, if you like musicals. And maybe even if you



don't, because unlike the stereotypical musical, *Chicago* has real satirical bite, and its story about a gangster's gal who tries to become a star through her sensational trial is one that's scarily in line with today's reality-TV point of view. Plus, it's always amusing to see movie stars try to sing and dance, although at least two (Gere and Oscar-winner Catherine Zeta-Jones) do better than you would have suspected. DVD extras are skimpy [deleted scenes and a behind-the-scenes feature] so they're probably holding out for a special edition down the line.

Movie Score: ★★★★

DVD Extras Score: ★★

CRADLE 2 THE GRAVE

(Jet Li, DMX)

DMX is a thug. Jet Li is a cop. They're enemies and they join forces when "Hey! Wake up!" Sorry, I'm obligated to tell you about the plot even when you can figure it out from the movie's poster. This film is primarily an excuse to give Jet Li a reason to beat the hell out of people for 90 minutes, and DMX is around because, well, why not? The action here is competent but soulless, and it's pretty much a fact that the only difference between this flick and the 3,000 just like it is that it's the most recent. It's not bad, it's just not memorable in the least. Extras include a DVD video of course and a couple of documentaries.

Movie Score: ★★★

DVD Extras Score: ★★★

ER: COMPLETE FIRST SEASON

(Anthony Edwards, George Clooney)

Arguably one of the best first seasons of any TV series, this powerhouse set of shows also features one of the best hours of episodic television ever: "Love's Labor Lost," in which the routine delivery of a baby goes horribly wrong. It's the sort of episode that can shut down a party while everyone crowds around the television, waiting to see what happens next (although if you're partying with the television on, you have other issues!). The DVD offers commentary on that episode as well as the 90-minute pilot, "patient histories" of memorable guest stars, making-ofs, and notes from series producer Michael Crichton.

Movie Score: ★★★★

DVD Extras Score: ★★★

HEAD OF STATE

(Chris Rock, Bernie Mac)

A funny black man runs for president! What a concept! Chris Rock does it all in this flick as star, director, and co-writer, and I like it because all it's always fun when presidential candidates get to say what they think, not just what they think they should say, and b/c Chris Rock probably should run for president in the real world. Why not? Can you think of anyone better off the top of your head? It's not a great movie, because away from the politics, it gets a little shaky. Bernie Mac is funny, but his character's trying too hard, and the film's just plain mean to Robin Givens as Rock's ex. But for the first time in the driver's seat, Rock does better than most. Rock gives it up for a commentary track; the DVD also includes a making-of feature and photo galleries.

Movie Score: ★★★

DVD Extras Score: ★★★

THE HUNTED

(Tommy Lee Jones, Benicio Del Toro)

A trained killer [Del Toro] has gone bonkers out in the woods, so it's up to the guy who trained him [Jones] to bring him in. The plot is weak, but this film has three things going for it: Del Toro and Jones, who are as real as possible in a film like this and make their battles appear to be as much about wits as physical strength, and director William Friedkin, who has forgotten more about dramatic pacing than, say, Michael Bay will ever know. The DVD comes with commentary by Friedkin, documentaries, and deleted scenes.

Movie Score: ★★★

DVD Extras Score: ★★★

TALK TO ME, GOOSE

Ridgemont High, Revenge of the Nerds, and Top Gun.



FREE MAZIN

Mazinkaiser approaches

But we're not sure how a market raised on Evangelion will react.

ANIMANIACS!

From *Japan with love*

Mazinkaiser

Last known: 1995, Japan

It's been a long time since the last update on the Japanese mecha anime *Mazinkaiser*. That's because the show has been off the air since 1995, and the last update was in 1996. So what's been happening? Well, the show has been remastered and is now available on DVD in Japan. The show follows the story of a group of teenagers who are fighting against a group of alien invaders. The main character is a young man named Kazuma, who is the leader of the resistance. He is helped by his friends, who are also fighting against the aliens. The aliens are led by a powerful alien named Mazinkaiser, who is a giant robot that is trying to take over the world. The show is filled with action, adventure, and suspense. It's a great show that is sure to appeal to fans of mecha anime.

BY THE NUMBERS



METAL WHISTLE

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PS2 Top 20 Sales

The Glass of the year went at No. 17? That's because it's the top 20, not the top 10. And the reason Final Fantasy VII is at No. 1 is because Tony Vercetti! Chessmaster is not on your list!



What pushes a megahyped, wholly mediocre game out of the top spot? A megahyped, wholly crappy game, of course! Success like this all but ensures another Lara adventure, good or not.

Title/Publisher

1	Tomb Raider: The Angel of Darkness	(Eidos)
2	Enter the Matrix	(Atari)
3	Hulk	(Universal Interactive)
4	NBA Street Vol. 2	(EA Big)
5	Midnight Club II	(Rockstar)
6	Resident Evil: Dead Aim	(Capcom)
7	Return to Castle Wolfenstein: Operation Res.	(Activision)
8	Arc the Lad: Twilight of the Spirits	(Sony CEA)
9	Tom Clancy's Splinter Cell	(Ubisoft)
10	Dynasty Warriors 4	(Koei)
11	Finding Nem	(THQ)
12	.hack//MUTATION	(Bandai)
13	MVP Baseball 2003	(EA Sports)
14	.hack//INFECTION	(Bandai)
15	Unlimited Saga	(Square Enix)
16	Tiger Wood PGA Tour 2003	(EA Sports)
17	Grand Theft Auto: Vice City	(Rockstar)
18	Chessmaster	(Ubisoft)
19	DDRMAX: Dance Dance Revolution	(Konami)
20	FIFA 2003	(EA Sports)

Rating

1	Two stars
2	Three stars
3	Four stars
4	Five stars
5	Four stars
6	Four stars
7	Four stars
8	Four stars
9	Four stars
10	Four stars
11	Four stars
12	Four stars
13	Four stars
14	Four stars
15	Four stars
16	Four stars
17	Four stars
18	Four stars
19	Four stars
20	Four stars



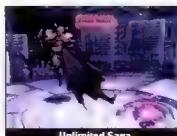
Hulk



Resident Evil: Dead Aim



Dynasty Warriors 4



Unlimited Saga

Source: EB Games, June 2003. Numbers reflect the sales at EB and its affiliated stores, and don't include other retail outlets. That's probably why you'd never see Deer Hunter crack the top 10—top 10 and the top 100+ gotta come from other sources. Game descriptions are by the DPM's at

PS2 Top 10 Sales

1	Final Fantasy Origins	Square
2	DBZ: Ult. Battle 22	Infogrames
3	InuYasha	Bandai
4	Final Fantasy VII	Sony
5	Namco Museum Vol. 3	Namco
6	Final Fantasy Tactics	Konami
7	DDR KonamiX	Crave
8	Beyblade	Ubisoft
9	Bratz	Capcom
10	Mega Man X4	Capcom

Japan's Top 10 PS2 Games

1	Initial D: Special Stage	Sega
2	Hanjuku Heroes	Square Enix
3	J. League Pro Soccer 3	Sega
4	Virtual On Marz	Sega
5	Enter the Matrix	Bandai
6	Dynasty Tactics 2	Koei
7	Atelier Viorate	Gust
8	Metal Slug 3	Playmore
9	Fire Pro Wrestling	Spike
10	Nobunga's Ambition Online	Koei

Top 10 Sales, All Systems

1	Enter the Matrix (PS2)	Atari
2	Hulk (PS2)	Universal Int
3	Midnight Club II (PS2)	Rockstar
4	NBA Street Vol. 2 (PS2)	EA Big
5	Enter the Matrix (Xbox)	Atari
6	Splinter Cell (PS2)	Ubisoft
7	Midnight Club II (Xbox)	Rockstar
8	Brute Force (Xbox)	Microsoft
9	Def Jam: Vendetta (PS2)	EA Big
10	Return/Cas. Wolf. (PS2)	Activision

© 2003 ESRB. EXCL. STEALTH WEAPONS IN NO. 2 AND

1	Tomb Raider: Angel...	Edos
2	Star Wars Galaxies (PC)	LucasArts
3	WarCraft III: FT (PC)	Blizzard
4	Enter the Matrix (PC)	Atari
5	Hulk (PS2)	Universal Int
6	Neverwinter: Shadows (PC)	Atari
7	Brute Force (Xbox)	Microsoft
8	Midnight Club II (Xbox)	Rockstar
9	NBA Street Vol. 2 (PS2)	EA Big
10	D. Kong Country (GBA)	Nintendo

Labor Day Trippin'

In our playstationmagazine.com poll, we asked: Which of the following videogame destinations would you go to for your Labor Day weekend? Looks like most of you wanna get capped in the '80s.



54% VICE CITY (GTA: VICE CITY)



23% VANKELD (FINAL FANTASY X)

14% RACCOON CITY (RE)

4%

SILENT HILL

2% LIBERTY CITY (GTA3)

School Daze

College starts back up soon. Doesn't mean you can't keep gaming!



COLLEGE STUDENTS ARE REGULAR OR OCCASIONAL VIDEOGAME PLAYERS

65%

COLLEGE STUDENTS ARE REGULAR OR OCCASIONAL VIDEOGAME PLAYERS

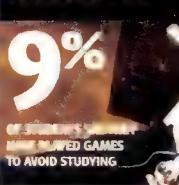


23%

COLLEGE STUDENTS ARE REGULAR OR OCCASIONAL VIDEOGAME PLAYERS

33%

OF FEMALE STUDENTS SAW THEIR REASON FOR PLAYING IS BECAUSE THEY'RE BORED



9%

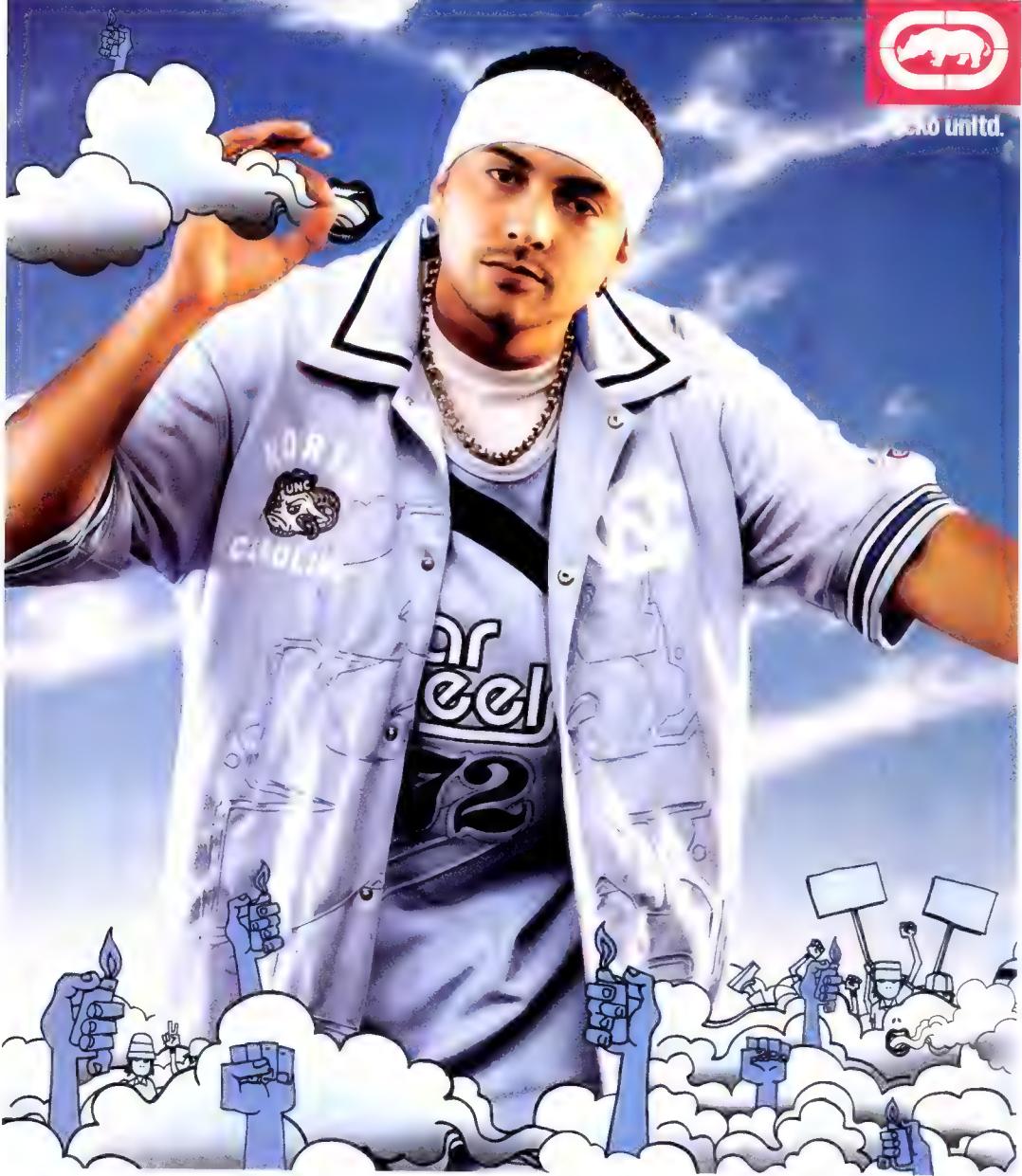
OF STUDENTS NAME BLAMED GAMES TO AVOID STUDYING

photos from Corbis/Corbis

SOURCE: PEW INTERNET & LIFE PROJECT



Ecko Unltd.



WARRIORS OF LEGEND. SWORD OF



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Violence

CONTENT RATED BY
ESRB

DESTINY. CRUSADE OF A LIFETIME.

REDISCOVER THE LEGEND.

The legend of Kung Fu Legends continues in their most epic quest. This time, the legend of the last true master of Kung Fu, Li Mu Bai, is tested like never before. He must travel across the vast land of China to find his lost love, Yu Shu Lin, and stop the evil forces of the Yellow Lotus from taking over the world. Along the way, he will face challenges from two new foes: the mysterious Genki and the powerful XBOX.



Playable Characters: Li Mu Bai, Yu



Advanced Martial Arts: Master the dazzling combos from the film.



Expanded Storyline: Unlock bonuses and experience multiple endings.

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PlayStation 2

GAME BOY ADVANCE

PREVIEWS

The future
is bright.

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- 65 Wallace & Gromit
- 71 Warhammer 40,000: Fire Warrior
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CHAMPIONS OF NORRATH REALMS OF EVERQUEST

FIRST
LOOK

EverQuest just got cool

Don't let the disappointment that was *EverQuest Online Adventures* leave a bad taste in your mouth. Not only is a newer, better £60a year title actually want to play is coming soon (see page 66), but the universe created by the franchise also provides the basis for what could very well be one of the best games of the year.

Champions of Norrath takes place several hundred years before Sony Online's massively multiplayer online RPG and adapts a game play feel more akin to Interplay's excellent action-RPG *Baldur's Gate: Dark Alliance*. There's good reason for that: Snowblind Studios, the developer of *Altaeria*, is creating *Norrath* with an evolved version of its already great game play engine. In addition to having the ability to zoom in and out on your character, you can now expect to see as many as 30 to 40 orcs, goblins, and other malevolent menaces

at once. The two universes will never be the same, either, as each of the 50 (yes, 50!) dungeons randomly generates its form. Choose highly customizable male or female versions of a barbarian warrior, dark elf shadow knight, high elf cleric, erudite wizard, or wood elf ranger, and join up to three comrades via MultiTap. Even hop online for a totally unique multiplayer experience!

Publisher: Sony Online Ent. Developer: Snowblind. Release Date: November



FIRED UP

This guy's goin' down in flames. You've got other ways to attack than standard blades and projectile weapons. Use torches or even throw poisons.



**65 JUMP**

A blast to the past.
Sphinx does platforming right.

**67 SNEAK**

Kratos' Old schoolness has
come to life in God of War.

**69 SAVE**

PlayStation 3's new
game is here.



UNDEAD ROCK STARS

It's Gene Simmons and Mick Jagger!

All sorts of creative enemies await you in
the 50 dungeons of *Champions of Norath*.



BOOB TECHNOLOGY

You remember the bar wench...

If there's one thing Snowblind has mastered, it's the physics involved in massive cleavage, as exhibited by each of these lovely ladies. Just visit Dark Alliance's tavern for a preview.



SPIDERS, MAN!

Eight legs of terror.

Beyond a poisonous bite, these creepy crawlies also shoot webs at you to keep you from going anywhere. You have to slice your way free to escape!



CORVETTE

Possibly the most imaginative name for a licensed racing game ever, TDK's *Corvette* features every model of Chevy's classic berline in a giant interactive celebration of the car's 50th anniversary. A cynical gamer would be excused for thinking this might be a soulless marketing ploy by GM to get the kids into its plastic supercar. We would never suggest such a thing, though. Never.

Publisher: TDK Mediactive Developer: Steel Monkeys Release Date: November



MICRO MAYHEM

Frankly, we're skeptical that any miniaturized racing game will be able to top the frenzied action of *Micro Machines*, but we're willing to keep an open mind—especially since *Micro Mayhem* is reported to be going for a "Burnout" feel. The idea of that kind of racing insanity on a microcosmic scale is pretty intriguing. Handling will be key, though, so we'll curb our enthusiasm until we get hands-on time.

Publisher: Jaleco Developer: Blade Release Date: Fall

DRIVER 3

Look! Screens that look like Stuntman!

The prize for most elusive high-profile game of the year goes to Reflections' new *Driver* offering, which, apart from making a quick appearance on *Electronic Gaming Monthly*'s March cover earlier this year, has been notably absent. The game was oddy MIA at E3, and it's been hardly a blip on anyone's radar since then. What's going on? These new screens are the first we've seen in a while, and gameplay details are still a little sketchy, aside from protestations from Atari that it's not like *Grand Theft Auto*. We do know that the game takes place in Nice, Istanbul, and Miami—the setting of the first level of the original *Driver*—and that the team at Reflections is striving for a photorealistic look much as it did with the somewhat-flawed *Stuntman*. Let's hope that doesn't mean it suffers from *Stuntman's* slowdown.

Publisher: Atari Developer: Reflections Release Date:



STRAIGHT TO VIDEO

Cool ideas never die—they get better

The cool action-replay stuff from

Stuntman returns in *Driver 3*



1.2 mil.

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through their cellular phones.

\$5,800

Amount commanded by a
single copy of the new iPhone.
That's more than the price of a used car.



GRAN TURISMO 4

You've still got awhile to wait

The release date given for *Gran Turismo 4* is... winter. What that probably means: some time around Christmas night. Winter apparently means any time between now and the end of March, which means we could still be six or seven months away from hitting shelves. It's more than half a year before we race with other drivers, collect garages full of classic muscle cars, customize and race, and marvel at the stupendous visuals served up by game-world-looking tracks (the Grand Canyon and inner-city tracks excluded). Even the E3! Although Polyphony has completed most of the design work for GT4, all kinds of goodies may still make it into the final game. We may even get aftermarket mods like custom rims and body kits, as well as engine modifications like turbos, which will make the game even faster than part 3. If that's even possible!

Publisher: Sony L.A. Developer: Polyphony Release Date: Fall



THE FAST AND THE FURIOUS

Lots of licensed cars and aftermarket parts are the draw in

surprised it took this long for a game based on the franchise to come out. It's been a while since the last movie, and the last game, though it was a decent effort, was released in 2003. Now, though, Universal has decided to cash in on the franchise's popularity by creating a game that's a mix of racing and action. It's not the first game to do this, but it's the first to do it well. And it's the first to do it with lots of licensed cars and aftermarket parts.

Publisher: Universal Interactive Developer: Genki Release Date: Fall



NASCAR THUNDER 2004

Besides online gameplay, the big upgrade to this year's *Thunder* is the Rival system. Gone are the days when you could beat and bang with impunity. Now the 42 other drivers react to your every move. Every lap of the race can be a different experience because the other drivers will react to your moves. And that's what makes the game so much fun. Because he'll pay you back. Friendships and rivalries build up over the course of a season or career, making each race a unique experience.

Publisher: EA Sports Developer: EA Tiburon Release Date: September



TAK AND THE POWER OF JUJU

Funny...but is it fun?

In a crowded field of platform adventures, *Tak* stands alone. But it's not because of the game's quality, innovation, or graphical splendor, mind you—other games do a much better job there. And it's certainly not due to the "Power of Juju." Instead, it's thanks to *Tak*'s terrific humor. Whether he's falling on his ass, sneaking around as a sheep, riding a rhinoceros, or wearing a chicken outfit, *Tak* is meant to be laughed at. The game is overstuffed with wacky antics and silly situations right out of, say, a Nickelodeon cartoon (which, by the way, happens to be in the works as well). If *Tak*'s gameplay somehow turns out to be as fun as it looks, this one could be a winner.

Publisher: THQ Developer: Avalanche Release Date: fall



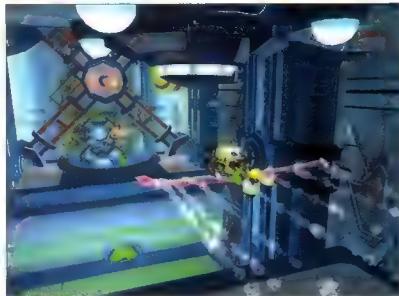
RATCHET & CLANK GOING COMMANDO

I'll knock your shorts off

It seems so simple, so straightforward—but properly toss in some RPG elements and you can radically change a platformer. "The difference between playing *Going Commando* and *Ratchet* is huge, because I'm not just picking up bolts anymore," says Insomniac's President Ted Price. "When I'm killing enemies, I'm getting better. I can see my character improving. It's the kind of thing I personally love about RPGs—and now that we've got it here, I feel a lot more inclined to play all of this is much more fun for me, and I hope you guys find the same thing."

We've played a few levels, and while *Commando* quite resembles its predecessor, the RPG underpinnings really do make it that much better. Plus, a host of new weapons and gadgets helps keep things fresh and tasty.

Publisher: Sony Computer Entertainment America Developer: Insomniac Games Release Date: November



HANDS ON

CHARACTER DEVELOPMENT

Ratchet isn't much of a "hero." Through his interactions with his love interest, Clank, he's learning that he's not the only one who can be a hero. "Ratchet is a bit of a jerk, but he's learning that he's not the only one who can be a hero," says Price. "Clank actually has a love interest."

17 or 18

The age at which King Tut died
or taking the throne at 9. Cause
of death remains unknown.



SPHINX AND THE SHADOW OF SET

Funky Tut

Peek at the following screenshots and you're likely to dismiss *Sphinx and the Shadow of Set* as this year's *Hanuman*: a solid but uninspired platformer with a lame hero character. But play it, yes, play it now. It's on the right track, and you might come away with a much different impression. Not only is *Sphinx* absolutely gorgeous, with Disney-quality animation, but it also has some inspired puzzles and a goofy sense of humor. What particularly sets it apart is the level featuring the mummy, Tutankhamen, who has to do everything from electrocuting himself to setting himself ablaze in order to solve a series of stumblers. So far, the only complaint we have is with the stubborn camera, which we're hoping gets a quick overhaul in time for the release.

Publisher: **Ubisoft** Developer: **Ubisoft** Release Date: **September 2004**



BURN, BABY, BURN

Stamp! Needs know to unlock the area.

Affectionate needs to open the door.

Want a locked gate? What to do? You have to backstab a bit. First, return to the ground area and reinsert the Lunar key. Then head back into the Lunar level just far enough to reach the gate. Stamp! Needs to open the gate.

Want to open the gate? Stamp! Needs to open the gate.

Want to open the gate? Stamp! Needs to open the gate. Behind it lies a switch that unlocks the Earth gate.



WALLACE & GROMIT IN PROJECT ZERO

There are two kinds of people in the world: *Wallace & Gromit* fans and everyone else (read: people who don't hail from England). The U.K.'s charming claymation duo is perfectly captured in this platformer, which will please fans of the doddering inventor and his adventurous pup. And with its layered levels, wacky foes, and goofy gadgets, *Project Zero* might also be a solid choice for younger gamers.

Publisher: **Bam** Developer: **Frontier** Release Date: **October 2004**



SCALER: THE SHAPESHIFTING CHAMELEON

The title says it all. In this platformer, you assume the role of a lovable chameleon named Scaler. In addition to the creepy-crawly reptile's ability to blend in with his surroundings, he can even morph into look-alikes of his enemies and adapt their powers. There's a very Dr. Seuss feel to the game, which seems appropriate coming from the developer of *The Grinch*. Hopefully, though, this won't suck.

Publisher: **TOX Media** Developer: **Artificial Mind & Movement** Release Date: **2004**


FIRST LOOK

EVERQUEST ONLINE ADV. FRONTIERS

Is it a sequel? Yes! Er, no. Yes! Um...

It's not often we deal with add-on packs on PS2, but in the PC gaming world, stuff like this happens all the time. So what exactly is *Frontiers*? Well, it's the entire original *EverQuest Online Adventure*, with added sugary goodness, plus a whole extra bit of story and gaming you can experience only if you have this disc. It doesn't require the original to play, and it addresses many of the complaints people have with the previous massively multiplayer online RPG. As you wander the lands of Norrath, you can interact with folks playing the old game, then proceed into the new cities and hang out with all your cool new friends who are enjoying the enhanced graphics and music. You can even be an ogre now, or an alchemist... maybe even an ogre alchemist!

Publisher: Sony Online Entertainment Developer: SOI Release Date: Various



MORE CHARACTER

And better looking, too.

The new character models look less ridiculous than their EQOA counterparts.



WHAT'S NEW?

A new city, new quest lines, new classes, and more.



FINAL FANTASY X-2

Hot girls with cool jobs

It all began with "Eternal Calm," a 12-minute video that appears on the Japan-only *Final Fantasy X International* (basically, an enhanced version of FFX's U.S. release). Set two years after the game, it features Yuna peering into a sphere to see what seems to be her long-lost love, Tidus. A hint of a new game to come? Indeed! Enter *FFX-2*, the first ever direct sequel to a *Final Fantasy* title. Since its announcement, fans have been excited but wary: "This is gonna focus on just the gals? It's got a dress up mode?" No more Aeons? As we get closer to release, tears of a girly girl game have dissipated, replaced by eager anticipation. Why? The return of the Active Time Battle system, for starters. Then there's the whole job system. Each gal can take on a wide array of different jobs, changing her skills and abilities in the process. And it's all done on the fly during battles, with stunning animations and incredible effects.

Publisher: Square Enix USA Developer: Square Enix Release Date:



SEXY STARS

Want a taste of beauty?

Check out our sexiest PlayStation stars, from the sultry to the sassy. From the most popular to the most mysterious, these beauties will make you want to play.



The background of the image is a desert landscape at sunset. In the foreground, there are several pyramids of different sizes, some with smooth sides and others with more textured surfaces. Behind the pyramids, a dense city skyline is visible, featuring numerous buildings of various heights and architectural styles, some with domes and minarets. The sky above is a dramatic gradient of orange, yellow, and purple, with wispy clouds. The overall scene has a slightly grainy, cinematic quality.

**TWO HEROES.
THEIR MISSION IS THE SAME.**



BROKEN SWORD: THE SLEEPING DRAGON

As one of the most smartly written and beautifully illustrated point-and-click adventure series of the last five years or so, *Broken Sword* shocked a lot of people by dropping the pointing and clicking in *Sleeping Dragon* in favor of a direct character-control system, similar to the one in *Escape from Monkey Island*. Luckily, the adjustment should make it easier for console owners to get into this great franchise.

Publisher: The Adventure Company **Developer:** Revolution **Release Date:** Fall



MISSION: IMPOSSIBLE- OPERATION SURMA

Imagine, if you will, *Splinter Cell* set in a slightly less-realistic world. What you're imagining is *Operation Surma*, a solid-looking stealth-adventure with enough grappling-hook action and face-wrapping antics to make any Bond, Fisher, or Snake fan's eyes pop. Plus, technothriller gadgets galore. What geek can resist?

Publisher: Atari **Developer:** Paradigm **Release Date:** Fall

BUFFY THE VAMPIRE SLAYER CHAOS BLEEDS

Serving up stakes in the Hellmouth

The first *Buffy* game didn't appear on PS2, but the Xbox title earned some fine reviews—and *Chaos Bleeds* may be even better. Accclaimed studio Eurocom (007, *NightFire*) hits The Collective's capable development shoes and utilizes a solid fighting engine for each of the game's playable characters. As expected, Buffy gets the brunt of the action (50 percent or so), with fellow Scoobies holding their own. Willow stirs up magic spells, Faith sports some mad melee skills, Xander wields a crossbow, and friendly vamp Spike just generally beats the crap out of his bloodsucking brethren. Even better: All characters except Buffy and Willow are voiced by their respective actors!

Publisher: Sierra Fox Interactive **Developer:** Eurocom **Release Date:** late August



TRUE TO CHARACTER

They all fight like they should

Don't expect Buffy- or Faith-quality moves when you play as Xander. He's the worst fighter of the bunch, and it shows in the game.



GOTTA HAVE FAITH

Eiza Dushku adds some heat.

Eiza Dushku's appearance as Faith on *Buffy the Vampire Slayer* was enough to rope in a few new viewers. But she never wore her game outfit on the show—it's actually taken from her May 2002 *Maxim* cover.

You guys sure know your audience, she developers.



MORE JACKING

You play the games, you watch the TV (above), yet you still don't know enough *.hack*? Stay tuned for the *.hack* manga from Tokyopop.



DID YOU KNOW?

In Japan, beyond people have used *RPG Maker 2* as a virtual resume to land design jobs at various game developers.



.hack//OUTBREAK

The infection is spreading

So much depends on chapter three—it's the turning point, the moment of truth. Was all the time (and money) spent on the first two parts (*INFECTION*, *MUTATION*) of this serialized RPG worth it? From what we've played so far, most definitely. Pick up where *MUTATION*'s cliffhanger left off, *OUTBREAK* further opens up *.hack*'s world by giving you access to a new server, new Grantes, new allies, new foes, and an awesome new power for your bracelet, the 2128 Orca. The story continues apace, chronicling the exploits of Kite as he makes his way through The World—a massively mu.mplayer online RPG (which, if you didn't already know, is neither massive mu.mplayer nor online—it's just a simulated game within the game), trying to figure out what plummeted his online pal, Orca, into a coma. Meanwhile, The World continues to crumble and infect the "real world" beyond. Trippy, fantastic stuff. Just play the first two games first.

Publisher: Banda Developer: CyberConnect Release Date: October



HANDS ON



RPG MAKER 2

Why complain? Make your own game!

How many times have you cursed a game, mumbling, "I can do a better job than this hackneyed clotpap?" Well, it's time to put up or shut up. *RPG Maker 2* lets you try your hand at creating a full-featured 3D role-playing game by building the story, the battle system, and even the very earth your characters trud upon. Sounds a bit daunting, sure, but *Maker* comes with oodles of presets to fiddle with, so you can paste together bits and bobs in unique ways to cobble together your very own creation. Visually, the battle system mimics *Dragon Warrior*'s first-person view of enemies, but you can toss in *Final Fantasy*-style limit breaks, custom combos, and serious spells. The game also supports the use of a USB keyboard, so you won't have to hunt-and-peck your dialogue (we recommend Logitech's NePlay). Need some inspiration? *Maker* comes with an RPG created by *Dragon Warrior*'s Kazunori Ono.

Publisher: Agetec Developer: Kuusou Kageki Release Date: September

HANDS ON



かず	ロアン	ココナ
H129	H102	H 85
M 78	M104	M122
b: 16	b: 15	b: 15





SPHNX

AND THE MISFORTUNATE MUMMY™

THEIR METHODS



Play as Sphinx,
the cunning demigod.



Travel beyond Egypt,
to amazing new worlds.



Interact with hundreds of
enemies and allies.



Sorry Ali, the level editor isn't open yet.



Fantasy Violence

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EUROCOM
ENTERTAINMENT SOFTWARE



COULDN'T BE FARTHER APART.

Play as the Mummy, he's a sucker for punishment.



Use the Mummy's immortality to solve puzzles.



Vanquish your enemies.



LARA LOOK-A-LIKE

If you look at Nikki's original character design, it's easy to see why Bits recently changed the look of *Rogue Ops*' heroine.

THE MERRIEST PLACE ON EARTH

From October to January, it's become a Disneyland tradition to dress up the Haunted Mansion like Halloweentown



FIREFIGHTS

III-advised, but sometimes unavoidable. Once Nikki kills these guys, she'll have to hide them and hope other guards don't happen along to see the blood.

ROGUE OPS

Splinter Cell with breasts

We'll be honest: At E3, we quickly dismissed *Rogue Ops* as a *MGS*-Gear Solid Splinter Cell wannabe, touting it more as a gimmick to make us pay attention. After all, Konami doesn't have the greatest recent track record, and it's every bit as uninteresting company as it's trying to cash in on a popular genre. Surprisingly, however, *Rogue Ops* wins actually being what it is: One of the best first-person games to come out this year. Green Beret Nikki Conner can't help but feel a little giddy after avenging the death of her family; you'll find a lot of satisfaction with this share of clever puzzles—not to mention sex. All enemies are very sensitive to sound, footprints, and even the blood leftover from a gun kill; you should opt for bleedouts, neck breaks whenever possible. The game even includes some nifty gadgets, we're not gonna spoil. Our favorite is a unique-to-sized came that scrounges out there ahead.

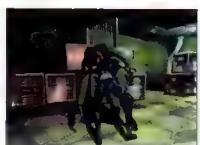
Publisher: Bits Developer: Bits Release Date: TBA



After Nikki throws her shuriken, she can pick it back up to use again—just a cool little thing you don't see in most games.



FIRST LOOK



MUPPET PARTY CRUISE

Publisher: TDK Mediactive
Developer: Mass Media
Release Date: Fall
The idea of a Muppet party game certainly appeals to us...we just wish the developer of *Shrek Super Party* and *Pac-Man Fever* wasn't responsible for it.



ROADKILL

Publisher: Midway
Developer: Terminal Reality
Release Date: October
Think Twisted Metal meets *Grand Theft Auto* with a little bit of *The Road Warrior* thrown in for good measure and you'll paint a pretty accurate picture of *RoadKill*. Accomplish missions and generally just mess stuff up in a postapocalyptic world overrun by the scum of society. It definitely seems like a winning combo. Best of all—the intro is set to Blue Öyster Cult's classic "(Don't Fear) The Reaper." Rockin'.



THE HAUNTED MANSION

Publisher: TDK Mediactive
Developer: High Voltage
Release Date: October
The *Haunted Mansion* movie due this fall shares its name (but little else) with the Disneyland ride. Same with this comedic game, based loosely on both.



CULDECPT

Publisher: NEC
Developer: Omega Soft
Release Date: November
Based on the popular Japanese collectible card game, *CuldeCpt* combines elements of *Monopoly* and *Magic: The Gathering*. Not pretty, but quite fun.



FREEBIE FIGHTERS

Publisher: Electronic Arts
Developer: Io Interactive
Release Date: September
First it was *Freedom: The Battle for Liberty Island*, then *Freedom: Soldiers of Liberty*. Now, it's *Freedom Fighters*. Unless EA's gone and changed it again.



THE HOBBIT

Based on the prelude to *The Lord of the Rings*, this game doesn't adapt the style of the movie or Black Label's games based on Tolkien's novels, opting instead for a more kid-friendly look (appropriate given the source material's tone). During Bilbo's journey from Hobbiton to the Lonely Mountain, expect lots of hack-n-slash/platforming action along with some relatively simple puzzle solving.

Publisher: Sierra Developer: Inevitable Release Date: September 23



GLADIATOR: SWORD OF VENGEANCE

If you just can't get enough gratuitous blood and gore, you're in for a treat: *Gladiator* has got enough of both to choke a horse. There are more than 60 death animations reported to be "based on authentic historical data," with tasteful flourishes such as decapitation and dismemberment. But it's not all historical simulation; you also hang out with the gods themselves. What more could you ask for?

Publisher: Acclaim Developer: Acclaim Manchester Release Date: Fall

BALDUR'S GATE DARK ALLIANCE II

Can it continue the original's greatness?

If you read our review of *Baldur's Gate: Dark Alliance* 20 issues ago, you know how much we loved it. If you read our preview, "Champagne & Norrath" right prior to its release, you know how much we're anticipating it in a way it's hard to find words for. It's an improvement for *Dark Alliance II*. But even if Snowblind Studios' lackluster *The Forgotten Realms* is to fault of the EverQuest universe it's based on, there's quite a bit to look forward to in interplay's back-to-back 2D RPG sequel. For starters, it's bigger—more than 40 levels spread over four acts. The story continues from the original's cliffhanger ending and branches into different directions depending on your choices, which time through unique. You can also now create your own character and add them to your party.

Publisher: Interplay Developer: Black Isle Studios Release Date: Fall



MEET DORN

One of five playable characters

Aside from Dom (human pictured here) and Vhaidra (dark elf pictured everywhere else), Interplay has kept us in the dark on *Dark Alliance*'s 25 characters.



84%

The average review score
for *Maximo: Ghosts to Glory*,
according to metacritic.com.



NO, IT'S NOT A GRAN TURISMO

The trademark vehicle used in *Starsky & Hutch* was a 1974 Ford Gran Torino. Can any car be more '70s?

MAXIMO VS. ARMY OF ZIN

More heroism, less frustration

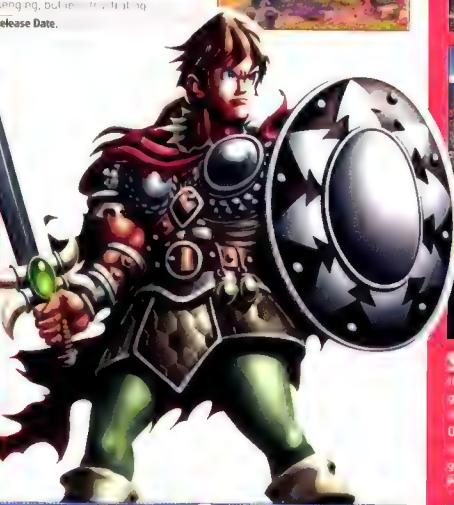
In *Army of Zin* the sequel to the solid yet flawed *Maximo: Prints to Glory*, Capcom wants to convey one central theme: *heroism*. Not enough games show heroes being heroic, says Senior Producer Mark Rogers. "They're just out to save themselves," he says. In order to illustrate such heroic acts, Zin tea turns distressed denizens into mighty perils throughout the game. Saving them rewards of Max with not only the feeling of having done right, but also valuable power-ups, tips, etc. To further that effect, Rogers' team has added a bevy of new henchmen, baddies, which can all be killed to earn XP points. New bosses are both interesting and creative, like the giant birdhouse to the right. And in response to complaints that Max is being too freakin' hard, Zin is just as frustrating, but less so frustrating.

Publisher: Capcom Developer: Eizo Release Date: November 2001



ANSWERS

Knob like The Faerie Queen
Ever wondered where Maximo's trademark scar came from? Oh, well, neither have we, but in case you're curious, now that we've bought it up, here are the answers in Avery of Zin (even though the game's events actually occur six months after those in *Ghosts to Glory*).



DEFEND YOURSELF

You actually can now

Remember your shield breaking if it took too much abuse in the original? As part of lessening frustration, that doesn't happen anymore. Good move, Capcom!



STARSKY & HUTCH

It's hard to beat *Starsky & Hutch* for pure '70s TV cheese, and this game embraces that cheese wholeheartedly. But it's also offering

One player drives, the other shoots—using full wheel and light-gun

game by Antonio Vargas, the original and eternal Huggy Bear

Publisher: Embrujado Developer: Minds Eye Release Date: September 2001



SWAT: GLOBAL STRIKE TEAM

Killing the pesky terrorist can be a pain sometimes, but not yet at those pesky terrorists (using a USB headset, like the one

up having to shoot them in the face. OK, maybe you don't have to.

Swat: Global Strike Team is a first-person shooter that lets you play as a member of the elite US Special Operations Forces and defend your base against

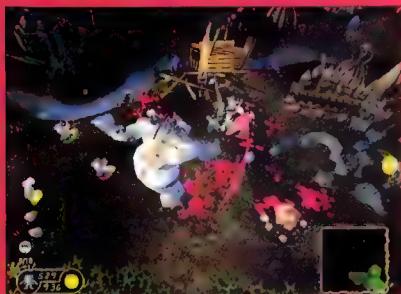
Publisher: Siswo Developer: Argonaut Release Date: October 2001



ALTER ECHO

Thanks to a suit made of MultiPlast (the most sought after element in the universe), your character, Nevin, changes into three different forms in his quest to halt the insanity of one of his Plast-abusing former friends. You'll hack and slash in Melee mode, target distant enemies in Gun mode, and sneak around like a bug in Stealth mode. This game won't change the world, but it should be fun.

Publisher: THQ Developer: Outage Release Date: August



A LIVING COMIC?

Sure looks like one. Perhaps inspired by Ubisoft's long-in-development *All TMNT*, features all sorts of visible comic-book sound effects.

TEENAGE MUTANT NINJA TURTLES

If all else fails, then it's time to kick butt!

Have you seen the new TMNT cartoon? As hard as it is for us to admit, it really does surpass the one we grew up with. We also have some pretty fond memories of plunking quarters into Konami's *TMNT* arcade game. So, could a PS2 version based on the same beat-em-up gameplay fundamentals actually top the classic we remember so well? There is a very good chance. As much as we thought the arcade game resembled a cartoon back in the day, the cel-shaded graphics of the new title make the old one look like it's 14 years old. We're a bit disappointed that only two of the four Turtles can fight at once, but an extra *Teenage Mutant Fighters*-like mode featuring everyone from Casey Jones to Splinter helps pick up the slack.

Publisher: THQ Developer: Konami Release Date: October



GOBLIN COMMANDER: UNLEASH THE HORDE

Yeah, it's got a funny name. Yeah, it's from a small publisher. But don't write off *Goblin Commander*. This real-time strategy comes to us from the Miller brothers, former Blizzard employees who worked on *Diablo* and *WarCraft*. Choose one of five uniquely gifted goblins to command in the war for the land of Ugriss.

Publisher: Jellico Developer: Jellico Release Date: Fall



A COOL BONUS?

According to the developer, if you play the game through to completion, you'll earn a bonus level. At E3, we talked turtles with the TMNT team. When we asked if there was any chance of unlocking the old arcade game as a bonus, the answer wasn't yes, but it wasn't no either. We'll have to leave you in the dark on that one.

WARHAMMER 40,000 FIRE WARRIOR

Just don't expect any pewter figurines

The first time we saw this game we were dead, underwhelmed. It looked like any other futuristic FPS out there, with almost nothing of interest to hook in anyone other than die-hard Warhammers.

We're happy to report that at the game has come a long way over the past few months. It's still not exactly earth-shaking, but the gameplay we're seeing these days is fast and furious, the graphics are crisp and detailed, and the enemies appear smart and powerful. We're starting to see a bit more of the story, too, which involves a race of demonic aliens, complete with suitably death-metal weapon and settings (the sky turning to blood and all that's appropriate to the diabolical future timeline (40,000+ years). It's definitely looking more promising.

Publisher: TIG Developer: Kael Release Date:



DAMN HUMANS
We are the enemy.
In Fire Warrior, you play as an alien whose enemy is good of Homo sapiens. It's just like us to throw our weight around... even 38,000 years in the future.



HEAD TO HEAD
Fight them alone, or team up with friends. Fire Warrior offers what looks to be seven other players online functionality. Does it do... Capture the Flag?



LETHAL SKIES II

While the original *Lethal Skies* wasn't exactly a barn burner, it had some interesting features. The sequel is capitalizing on those with more solid, realistic airplane controls; improved graphics; a deeper sci-fi story; and an even simpler, quicker interface. Add to that seven new planes, more than 20 new missions, and two-player splitscreen combat, and it's obvious the game's getting more than a face-lift.

Publisher: Sammy Developer: Asmik Ace Release Date: September



LUPIN THE THIRD

Take a dash of *Metal Gear*-esque stealth gameplay, a dose of humor, and a dollop of slick anime style and you've got *Lupin the Third*. Based on the hugely popular anime sensation, *Lupin* is a lighthearted romp starring the eponymous womancizing thief along with his cohorts Jigen and Goemon (both of whom are also playable). Don't miss the anime on Cartoon Network while you wait for *Lupin's* fall release.

Publisher: Bandal Developer: Bepress Release Date: Fall



Mafia

Has *GTA* not quenched your thirst for a life of crime? Then journey back to a time when Tommy Vercetti would have been seen as a second-rate pipsqueak. Set in the 1930s, *Mafia* follows the career of a mild-mannered cabby who gets drawn into the underworld of organized crime. The shooting bits are fun enough, but it's the driving...

...that's the real draw — complete with pay-off vehicles — that have us...

Publisher: Gathering Developer: Illusion Softworks Release Date: Fall



KILL SWITCH

Despite its bizarre title...

...this game is all about getting out, thimbles and some innovative new gameplay elements. Though it seems gimmicky at first, the ability to use surroundings for cover and aimlessly stick out your gun and spray paint highlights the game's intensity. That said, you might begin to wonder why enemies always leave stacks of tires lying around.

TRUE CRIME STREETS OF L.A.

HANDS
ON

Note: NOT a GTA clone

There's been a lot of talk about all the new driving/killing/carcassing games coming up. Few are trying to create a *Grand Theft Auto* knockoff... Well, we'll here to tell you the second-trimester one of them, at least, *True Crime*, is definitely not a *GTA* clone.

Sure, the game lets you do anything in the city. Sure, your character does a plenty of driving and shooting, and you have the hours of following story-based missions or completing free-roam gigs. Sure, you can fight with a broad arsenal of weapons or go hand-to-hand. But where were we going with this? Oh yeah, not a *GTA* clone. Because it's set in Los Angeles. And you play as a cop. And you can shoot two guns at once. (Um, did we mention it's set in L.A.?)

Publisher:

Developer: Luxoflux

Release Date: Spring 2002

TRUE CITY

Get yourself a good map.

The streets of L.A. are modeled so realistically in *True Crime* that buying a map will improve your game. Of course, the nicely legible street signs help, too.



CITYSCAPE

True Crime: Streets of L.A.

All needling aside, the technology used by *True Crime* to re-create 250 square miles of L.A. streets is damn cool. The designers simply input satellite photos and GPS data, and the software automatically creates an accurate city layout on the fly.



STAR STRUCK

Tom Holland's talents...

...are well known. But he's not the new standard for game design. *True Crime: Streets of L.A.* features the voice of big-name film stars such as... um... *old men* (*The Fifth Element*), and... *Michael Richards* (from *Community*)

REMEMBER WHEN...? Though bastardized in translation for a pre-Dragon Ball American market, *Dragon Power* for NES (1986) is technically the first DB-related game released out here.

65%

Percentage of OPM message board readers who say they'd play 3D Ages games



DRAGON BALL Z BUDOKAI 2

FIRST
LOOK

Buu-yah!

Wow, what a difference a year can make. Last year's solid-playing but wholly mediocre lookin' *Budokai* is gettin' a sequel, and it looks like it'll kick the original's ass—visually, anyway.

With all-new cel-shaded character models for all 34 fighters and eight arenas, the game arguably looks better than the cartoon it's based on. But looks aren't the only area where *Budokai 2* promises to top its predecessor. The game also features a new Dragon mode, in which players battle alongside computer-controlled fighters as they work together to collect all seven Dragon Balls. Add to that the ability to perform Fusions (merging two characters for greater power), and it looks like *Budokai 2* will appeal to more than just fans of the show.

Publisher: Atari | Developer: D3 Publisher | Release Date: Decepti-



HARD CEL

Gotta love those blocky faces. Seeing characters look this good makes us wonder why the heck they didn't make the first *Budokai* cel-shaded!



SEGA 3D AGES

As reported in OPM 65, a collaboration between Sega and D3 Publisher has resulted in a deal to release PS2 remakes of classic games in Japan all at the budget price of 2,500 yen (about \$21). Let's hope Sega comes to its senses and releases these games here!



FANTASY ZONE

Publisher: Sega 3D Ages | Developer: Sega | Release Date: August 28 | Fantasy Zone was always a little too cute for its own good. And it still is. But can you really deny saving the world with a flying egg thing called Opa-Opa?



GOLDEN AXE

Publisher: Sega 3D Ages | Developer: Sega | Release Date: Fall | One of the most influential beat-em-ups ever released, *Golden Axe* moves the genre from the tough city streets of *Double Dragon* to a fantasy medieval setting.



MONACO GP

Publisher: Sega 3D Ages | Developer: Sega | Release Date: August 28 | Never thought you'd see this 1979 F1 classic using 3D models, did you? You probably never thought you'd see a top-down 3D racer, either. Well...here.



PHANTASY STAR: GENERATION ONE

Publisher: Sega 3D Ages | Developer: Sega | Release Date: August 28 | This is the *Phantasy Star* that started it all! The Ages version of the Sega Master System game is perhaps the most updated remake of all!



SPACE HARRIER

Publisher: Sega 3D Ages | Developer: Sega | Release Date: Fall | Even with 2D sprites, the original 1985 *Space Harrier* felt very 3D in its shooting perspective as you guided Harri through Dragnoland. Now it actually is 3D!



PREVIEWS

Puck you!

DID YOU KNOW? The first five NHL teams (1917) were the Montreal Canadiens, Montreal Wanderers, Ottawa Senators, Quebec Bulldogs, and Toronto Arenas.



NFL GAMEDAY 2004

Last year's *GameDay* was a big step up from the series' previous PS2 installments—that's not saying much, unfortunately. Of course, *VG* tells us the 2004 edition is the greatest ever, due to its improved gameplay, player models, A.I., and online structure. The fact that we still don't have reviewable code for a game that's probably out as you read this, though, reinforces our "we'll believe it when we see it" state of mind.

Publisher: Sony CEA Developer: EA Sports RedZone Release Date: August 12



NFL BLITZ PRO

Everyone has great arcade-football time with *Blitz*, what with its over-the-top tackles, fast pace, and moments of being "on fire." But as the past few years have demonstrated, if you've played one version, you've played them all. Not anymore. With *NFL Blitz Pro*, Midway offers a closer-to-style of gameplay (11-on-11 instead of 7-on-7, for example) while maintaining the hard hits and core arcade elements.

Publisher: Midway Developer: Midway Release Date: September

NHL 2004

The rebirth of a franchise

Forget everything you remember about EA hockey—aside from the basic look of it, that. *NHL 2004* is a completely different gaming experience. A new control scheme moves the *H* button to the right analog stick, giving you more control over your punishing blows. EA Back Box has also ensured your ability to make long passes down the ice, as opposed to automatically shooting toward your closest teammate, and you'll hear all about it thanks to a more serious commentary than last year's courtesy of play-by-play announcer Jim Hughson and color commentator Craig Simpson. According to the game's associate producer, Dean Richards, *NHL 2004* is also probably going to set the benchmark for Dynasty modes. Check out the sidebar to see what he's talking about! As far as on-line play goes, don't expect anything super fancy, but definitely count on voice chat.

Publisher: EA Sports Developer: EA Back Box Release Date: September

HANDS ON



86°

The average temperature in Miami on September 19, when the Panthers' preseason ice hockey season begins.

10/10/03

Beginning date of the next Rugby World Cup, held in Australia. Get psyched!



ESPN NHL HOCKEY

The total sports network meets hockey

Just as we saw this month with *ESPN NFL Football* (see page 48), Sega has taken full advantage of its last year of development to incorporate the sports network's signature style into each of its new games. *ESPN NHL Hockey* even one-ups *NFL* by featuring play-by-play from what we've heard, really great play-by-play from actual ESPN announcers Gary Thorne and Bill Clement, not generic voice actors.

As far as gameplay's concerned, what more can you ask for? *NHL 2K3* also...they amazed us, and the game formerly known as *NHL 2K4* only improves upon its predecessor with new animal ons-ice life, the diving shot, and a few subtle graphic enhancements.

You can also try your hand at skidoo competitions like those seen on All Star Saturday, and playing 2-on-2 on the Hit-Z-Like Mini-Rink is a blast. And oh yeah...did we mention you can finally play on-line?

Publisher: Sega **Developer:** Visual Concepts, Kush Games **Release Date:** 10/10/03



EXPRESSIVE
Watch your players' faces
You can't really tell during the action, but check out your players' expressions in replays. We've seen Mario Lemieux get pissed. It ain't pretty.



RUGBY 2004
Publisher: EA Sports
Developer: HB Studios
Release Date: September
Most Americans know nothing about rugby—that's probably why the United States sucks so much in this game. And who knew Samoa was so freakin' good?

TIGER WOODS PGA TOUR 2004
Publisher: EA Sports
Developer: EA Sports
Release Date: Fall
One of the coolest things about *Tiger Woods PGA Tour 2004* is the ability to create a golfer from scratch. Using a robust character-creation tool, you can make a golfer who looks like...well, pretty much anyone. We're also dying to get into some real-time online play for the first time in a golf game. Other additions include new golfers, lots of new courses, and a few new Arcade modes.

NBA SHOOTOUT 2004
Publisher: Sony CEA
Developer: 989 Sports
Release Date: Late September
989's newest hoops title includes all 50 of the NBA's greatest all-time players together in one game for the first time, plus a greatly improved Career mode.

NCAA GAMEBREAKER 2004
Publisher: Sony CEA
Developer: 989/zedone
Release Date: August
With online play, this could be the year that *GameBreaker* bursts back into the minds of college football gamers. (But it's probably not.)

WORLD CHAMPIONSHIP POOL
Publisher: Jaleco
Developer: Blade
Release Date: June
It's about time someone made a pool game with real-life pool pros. There's plenty of stuff in this game for casual players, too.



MEGA MAN X7

Who knew the weird thing about *Mega Man X7*? Of the game's three characters, our 15-year-old blue-armored pal is used the least. Don't get too disappointed, though—Zero and Axi (in relation to Rose) kick their fair share of ass through both 2D and 3D environments (the latter a *Mega Man X* first). Series newcomer Axi has the sweet ability to adapt the attack methods of his enemies and use them for himself.

Publisher: Capcom Developer: Capcom Release Date: October



R-TYPE FINAL

Now that Eidos' Fresh Games label has picked up Irem's fine-looking *R-Type Final*, we didn't hesitate to check out the Japanese version. *Final* displays everything in glorious 3D, while maintaining perfect 2D gameplay (similar to *Einhander*). The most shocking part, though, is the number of ships available (51!) and the number of weapons each can carry. This could be the most in-depth shooter ever.

Publisher: Fresh Games Developer: Irem Release Date: Fall

ROBIN HOOD DEFENDER OF THE CROWN

Guard, turn, parry, thrust, spin...

It's not easy to pigeonhole *Robin Hood: Defender of the Crown* into one genre. Like the classic PC game on which it's based, *Robin Hood* mixes turn-based strategy with an array of action sequences—only more so. Where the original, yes, jousting and some (very) basic swordplay with the strategic segments, this updated version adds archery raids to its repertoire on the new *Robin Hood* focus. And you'll find a lot more action time around the balance between the two modes of play, with much more nicely story and strategy so play a major role, of course. In your quest to recapture England's crown, you meet and interact with many characters from British history and the Robin Hood legend, from Little John to Will Scarlet. Tallyho!

Publisher: Capcom Developer: N/A Release Date: August



IN LIKE FLYNN

The swordfights might seem familiar. Gameaware tells us that *Robin Hood's* swordfighting settings and style were heavily influenced by Errol Flynn flicks.



HANDS ON

DRAW!
 Steal from the rich, give to the poor
 One of the new action setpieces in

You have to pick your targets wisely... though... to take out the weapon carriers and you'll miss the biggest haul.

**CREATIVE WEAPONRY**

You take what you can get

See that huge knife that Torque carries? He removed it from one of the fallen monsters, like the one he's attacking (along with some reluctant help from a prison guard).

THE SUFFERING**Rated M for mature...trust us**

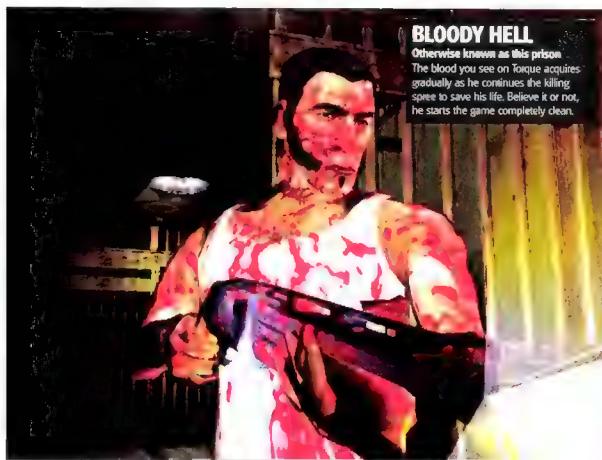
You know those videogames you see on the news, the ones that the politicians wave around while saying, "Your kids are playing this, and it's ruining them?" *The Suffering*'s gonna be one of those games—b*tch me!

Things start out simply enough when a badass convict named Torque arrives at a 1950s jail. Oh, sure, there's your typical unenforced prison chat [I Wi t you, shut the f*** up, you baby raping, sodomizing sack of s**t!], but nothing you wouldn't see on fine family viewing like *Our*. Soon enough, though, man-sized spidery creatures emerge and start killing everyone with their sword-shaped appendages. All hell breaks loose. As Torque, it's your job to survive. Don't let the voices in your head drive you insane as you team up with survivors—or kill them, if you want—and try to find out just what the hell is happening. Your play choices determine one of the game's three endings.

Publisher: Midway Developer: Surreal Release Date: 10/14

**BLOODY HELL**

Otherwise known as this prison. The blood you see on Torque acquires gradually as he continues the killing spree to save his life. Believe it or not, he starts the game completely clean.

**COMING SOON**

The latest en vogue's coming out and when. (Just remember that no release date is ever final!)

AUGUST

<i>Aster Echo</i>	THQ	Fight evil in several forms
<i>Bombastic</i>	Capcom	Pseudosequel to <i>Devil Dice!</i>
<i>Buffy: Chaos Bleeds</i>	Sierra/Fox	Buffy's not totally gone now
<i>Chaos Legion</i>	Capcom	Hack-n-slash meets RPG
<i>Cabela's Deer Hunt: 2004 Season</i>	Activision	Soviet good of hunting'
<i>Crashin': Crisis Strike!</i>	Nicat	Helicopters to the rescue
<i>Crushing Tiger, Hidden Dragon</i>	Ubi Soft	Based on the movie
<i>Dissidia: Hour of Darkness</i>	Altus	Don quixote RPG
<i>Galidor: Def of Outer Dimension</i>	ATLUS/Lego	Based on Legos that aren't Legos
<i>Freaky Flyers</i>	Midway	Albino karl racing
<i>Futurama</i>	Sierra/Fox	Fry and pals shoot it up
<i>Glorious</i>	LucasArts	Strategic gladiating
<i>Hunler: The Reckoning—Wayward Interplay</i>		Hack-n-slash RPG
<i>Madden NFL 2004</i>	EA Sports	Chat with competitors online!
<i>Micro Mayhem</i>	Ialeco	Like Micro Machines, but not
<i>NCAA GameBreaker 2004</i>	Sony CEA	Online, but worth playing?
<i>NFL GameDay 2004</i>	Sony CEA	Ready for a comeback?
<i>EPIC Makers 2</i>	AgeWee	Create-a-game
<i>Reel Fishing '04</i>	Natsume	It'll be reel reel reel fun!
<i>Romance of Three Kingdoms VIII</i>	Koei	Hardcore strategy
<i>Silent Hill 3</i>	Konami	Heather tries to survive the town
<i>Soul Calibur III</i>	Namco	The best fighters ever
<i>Splashdown: Rides Gone Wild</i>	THQ	Watercraft racing
<i>Star Trek: Shattered Universe</i>	TDK	Adventures in the minor universe
<i>Virtua Fighter 4: Evolution</i>	Sega	New fighters, new moves



Gladius



Romance of the Three Kingdoms VIII

SEPTEMBER

<i>Bionic: The Game</i>	EA/Lego	Defend Mata Nui, brave Tao!
<i>Blowout: Military Fighting Unit</i>	Majesco	Shoot, shoot, and shoot more
<i>Corvette</i>	TOK	Celebrate 50 years of the Vette
<i>Crushing Tiger, Hidden Dragon</i>	Ubi Soft	Play the movie
<i>DODGE.NET: Dance Dance Rev.</i>	Konami	Get ready!
<i>Disney's Extreme Skate Adv.</i>	Activision	Simba skates like Tony
<i>Dynasty Tactics 2</i>	Koei	Sequel to a great strategy game
<i>ESPN NHL Hockey</i>	Sega	NHL 2K4 no more
<i>ESPN NFL Football</i>	Sega	Enter the helmet cam
<i>E.T.: Return to the Green Planet</i>	NewKidCo	The movie's unofficial sequel
<i>Freedom Fighters</i>	EA	Kick Soviet ass
<i>Glockdom: Sword of Vengeance</i>	Acclaim	Roman-themed hack-n-slash
<i>The Hobbit</i>	Sierra	Tookien time!
<i>Hot Wheels: Highway 35</i>	THQ	Toy cars go fast
<i>Ice Nine</i>	BAM! BAM!	The next <i>Summer Cell</i> ?
<i>Jimmy Neutron: Jet Fusion</i>	THQ	The boy genius in action
<i>Lethal Skies II</i>		Airborne warfare
<i>MTV's Celebrity Deathmatch</i>	Gotham	Beat the crap outta Carrot Top!
<i>NASCAR Thunder 2004</i>	EA Sports	More left turns
<i>NBA ShootOut 2004</i>	Sony CEA	Play as the NBA's 50 greatest
<i>NFL Blitz Pro</i>	Midway	It's 11-on-11 now
<i>RHL 2004</i>	EA Sports	Hockey with a face-lift
<i>WHL Blitz Pro</i>	Midway	More realism in your Hitz
<i>Risk</i>	Atari	World domination
<i>Robin Hood: Defender of Crown</i>	Capcom	A classic PC game reborn
<i>Rubgy 2004</i>	EA Sports	We don't get it, but we like it
<i>The Simpsons: Hit & Run</i>	Sierra/Fox	Grand Theft Auto: Springfield
<i>Sphinx and the Shadow of Set</i>	THQ	A gorgeous platformer
<i>Starsky & Hutch</i>	Empire	Based on that '70s show
<i>True Crime: Streets of L.A.</i>	Activision	NOT a G-rated, we swear!!!
<i>Wallace & Gromit in Project Zoo</i>	BAM!	Claymation platformer
<i>Warhammer 40,000: Fire Warrior</i>	THQ	Futuristic first-person shooter

RISING SUN



MEDAL OF HONOR

RISING SUN

December 7, 1941: A day that will forever live in infamy

Just in a second, try to imagine you were there—imagine that you're a Marine stationed aboard the USS California. You wake up to a torpedo smashing the side of your ship. Another torpedo hits—this time sending an explosion tearing through the hulls, taking out several fellow Marines in front of your eyes. You continue to run—

Zero crashes in front of you, exploding and freezing in a massive ball of fire. Grab this gun and fire! But before you do, someone slows to a blur. Is this really happening? "Snap out of it!" someone says—your heart racing, your mind racing. You freeze—every thing slows to a blur. You reach for your gun, but before you can get off a few rounds, there's another explosion! This one sends you tumbling into the water. After what seems like an eternity, you reach the surface, where a boat miraculously finds you and picks you up. You are covered in blood, your clothes torn, your body bruised by the conning tower of the overturning USS Oklahoma. You are pulled ashore, the wave after wave of planes delivering its payload. The sky is clear. You rejoice—but not for long. In front of your eyes, the USS Arizona sinks, and along with it, many of the bodies of the 2,400 that died that day.

Take a good long look. Nobody will ever know what it was like, except the ones who lived through it. And be damned sure you don't forget the ones who didn't.

RISING SUN



ON THE DISC

Must see DVD

Although you won't get to play *Rising Sun* until it releases this November, you can get a sneak peek at it in motion on this month's Inside the Game feature.



Battle Online!

One of the coolest new features in the *Medal of Honor* multiplayer supports PS2 owners moved over to multiplayer in *Frontline* because we got the game a few months earlier than the cover art (contests did). *Rising Sun* allows two players through split-screen to go at it in a deathmatch mode or to play through the entire game together in co-op mode (see the above easily screenshot). Even better, the PS2 version of *Rising Sun* features online support! Each player will be able to play deathmatch (team-local or team-based) and capture the flag in 10 arena-style levels that were specifically created based on the real gemini levels. It even supports voice chat via the PS2's U.S. Headset (in fact, various players will be able to see who's using a specific PS2 to act as a server). Only an PS2 version of *Rising Sun* will offer online play, so now you can add that to your other console-loving friends' lists.

It's about five minutes since the opening scene of *Medal of Honor: Rising Sun* has come to a close, and I'm still shaken by it. Here I am, seated in the demo room of EA's Los Angeles studios, trying to convey to the development team how amazed I am by what I just witnessed...and I can't. The words simply fail me. This scene, which manages to pack more action and emotion into 15 minutes than most games do in their entirety, is single-handedly the most impressive piece of videogaming I have ever seen.

I can tell you this honestly: I believe I now have a better understanding of what it was like to be at Pearl Harbor. To imagining the horror of being on one of those ships when the first torpedoes hit is simply impossible, and yet I can't help but feel that I now have some small idea of what utter chaos it must've been. I also have a better picture of just how massive a force the Japanese led against the United States that day. I've seen plenty of films on Pearl Harbor, but none has impressed this upon me as much as when in *Rising Sun* you reach the California's main deck and look to the heavens. Silhouetted against a finely painted backdrop of clouds, hundreds of planes dot the sky. It's a stunning picture, and one that will forever be ingrained in my memory.

My inability to speak comes as no sur-

prise to the EA team, though. After all, my reaction is pretty much the same as that of the thousands of gamers who witnessed this same demo at the Electronic Entertainment Expo a few months ago. The members of the team can't help but smile, and I get the feeling they're more than a little proud. They should be. With this new Pearl Harbor sequence, they've managed to outdo even the incredible D-Day scene that opens *Medal of Honor: Frontline*. If you played through it, you know this is saying a lot.

What strikes me most about this Pearl Harbor sequence is just how spectacular it is. The *Medal of Honor* developers have always prided themselves on the cinematic nature of their games, but *Rising Sun* clearly takes things to a new level. The game opens on a picturesque Waikiki beach, where a man and woman ogle each other under a brilliant sunset. Hawaiian music crackles from a radio as the camera moves back to reveal that this image is actually the top half of a calendar. The date is circled to reveal that it is December 7, 1941. The camera pulls back further to display photos of our hero, Joe Griffin, with his family, along with assorted letters and memorabilia, then further to show Joe and fellow Marines asleep in their bunks on the USS California. That's when the first torpedo hits. In terms of its direction, the opening is pure Hollywood.

MEET THE CAST



The Hero:
Joe Griffin

As played by:

John Cusack



The Brother:
Downey Griffin

As played by:

Sam Rockwell



The Villain:
Messakai Shima

As played by:

Ken Watanabe

bled our design staff with this game," Lead Designer Christopher Cross explains. "Medal of Honor had five designers, and for *Rising Sun* we have 10—one for each level."

Because of this extreme attention to the story, the team deemed it necessary to storyboard the entire game—exactly what's done for movies. "Since we're trying to incorporate a more complicated story than before, it made sense to work out most of the kinks first by doing storyboards that covered the whole game," Cross explains. He then shows me a DVD

The *Medal of Honor* developers have always prided themselves on the cinematic nature of their games, but *Rising Sun* clearly takes things to a new level.

MEDAL OF HONOR: RISING SUN
EXCLUSIVE SCREENS



OH. MY. GOD.

If you think these screens look good... Wait until you actually play it. The Pearl Harbor sequence has to be one of the most thrilling opening sequences in any game ever. Once you see it, you'll agree: The *Medal of Honor* team have truly outdone themselves this time.



RISING SUN



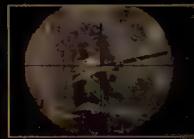
that contains the animatics (animated storyboards) created for the game. I'm shocked—the entire game is walked through, scene by scene, with sketches and animation. It even includes voice acting and a soundtrack. "It's like watching *Rising Sun: The Movie*," Cross jokes. Imagine my surprise when I first see it, though. I know they do this sort of stuff for movies, but games? Apparently, they do now.

As I journey through EA's offices to see more of the game, I recognize all sorts of examples of this team mirroring Hollywood's methodology. The art direction, for example, goes well above and beyond anything I've seen before in games. The extraordinarily talented art director Thom Ang, creator of concept art for such TV shows as *The X-Files*, informs me of his

rationale behind *Rising Sun*'s visuals. "The greatest feature of art directing *Medal of Honor*:

Rising Sun in the Pacific theater is contrast," he says as he points to several of his paintings on the wall. "In the war-torn European theater, the palette tends towards desaturated, dark, and gritty. The old architecture is familiar to us in Western civilization. These things serve to create a foreboding backdrop to war." He then directs my attention to some of *Rising Sun*'s Asian settings. Contrast is to be found in multiple areas in the Pacific theater: The Japanese foe comes from a very different Eastern culture. The environments are sometimes pristine jungle settings. Paradise seems a contrary landscape to wage a war; it's more inviting than foreboding. And the palette in paradise can

range into rich, saturated colors. "This Western versus Eastern palette becomes even more apparent when you examine the characters in the game. For the United States, we drew on the inspiration of painters and illustrators such as Dean Cornwell, Norman Rockwell, and J.C. Leyendecker," he says, as he points out the chiseled, heroic look of the Everyman Americans. Then he moves over to the Asian characters. "Looking again at Japanese woodblock prints and screens, we wanted to apply the same flowing, elegant lines and shapes evident in those figures onto our Japanese characters." I'm amazed at how much thought has gone into the many faces. Ang even claims to take inspiration from the blocky utilitarianism of the Western alphabet and the flowing curves and organic



DID YOU KNOW?

The six degrees of *Medal of Honor*.
Medal of Honor's theme music is used in one of the trailers for the film *Seabiscuit*. And did you know that Toby Maguire plays OPM Art Director Bob Conlon's great-uncle Red Pollard in that film? Well, now you know. And knowing is half the battle.



Over, Captain! Over, and Millions
His experience in Asia came in handy.

WWII TIMELINE

Events are color-coded as follows:

- MEDAL OF HONOR
- MEDAL OF HONOR: COLD GROUND
- MEDAL OF HONOR: BATTLEGROUND
- MEDAL OF HONOR: FRONTLINE
- MEDAL OF HONOR: RESURRECTION
- ACTUAL EVENTS



JUNGLE FEVER

MGS3's not the only game to have it. And with their camouflage, these Japanese soldiers blend right in.



A BUMPY RIDE

It's a whole new gameplay experience.

One of the first things you'll notice in *Rising Sun* is its constricted level design. Whereas *Frontline* essentially had you battling on a flat plane, *Rising Sun* offers forests, hills, and caves to traverse. And its levels aren't so linear—there are multiple paths to a destination.

January 25, 1944 Delight D. Eisenhower becomes Commander of the Allied Forces	April 26, 1944 Free's entry to the Philippines jungle	June 6, 1944 June 6-12, 1944	July 20, 1944 Charles von Stauffenberg attempts to assassinate Hitler	September 21, 1944 Alfred Jodl proposes entering Germany	October 14, 1944 Erwin Rommel commits suicide	November 25, 1944 Jimmy returns to the Philippines and takes Major Hoffman's place as Balow's commanding officer	January 30, 1945 Jimmy returns to the Philippines and takes Major Hoffman's place as Balow's commanding officer	February 2, 1945 Jimmy knows the German atomic program on track by destroying its Heavy Water supply	March 25, 1945 Jimmy saves a V2 missile during a mission to a secret base at Normandy	May 8, 1945 May 8 Day (Victory in Europe)	August 6, 1945 Atomic bomb is dropped on Hiroshima, Japan	August 9, 1945 Atomic bomb is dropped on Nagasaki, Japan	August 15, 1945 V-J Day (Victory over Japan)	194
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RISING SUN



GETTING IT RIGHT

When you say Bridge on the River Kwai...

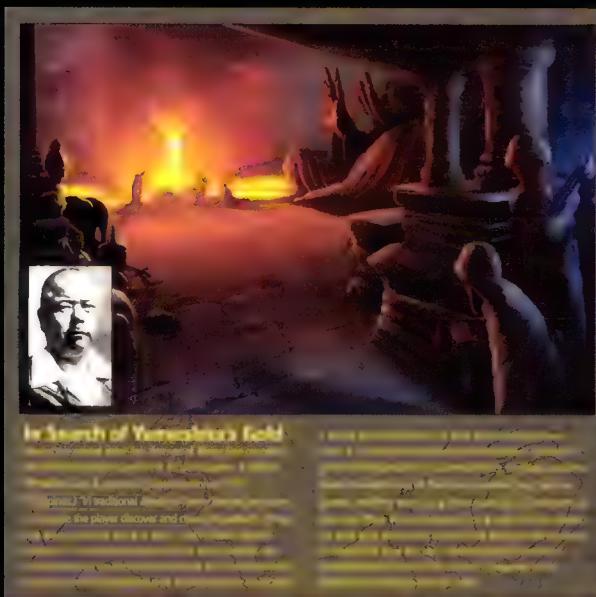
The "Kwai" is pronounced "Kwaa," with the long "a." Apparently, we've had it wrong all these years. A little factoid brought to you by Medal of Honor: Rising Sun.

sumi brushwork of kanji. "All of these ideas were translated into two distinct visual styles. The Americans appear more angular, rugged, chiseled, with a warm, saturated palette. The Japanese have curved surfaces, flowing lines, a samurai-like silhouette, and a cool, faded, desaturated palette," he explains.

Rising Sun also marks the first time a *Medal of Honor* game is using a team dedicated solely to lighting—a team made up in large part of people with Hollywood experience. "One of the reasons I joined EA is that [the team isn't] afraid of borrowing cinematic lighting to heighten gameplay," Lighting Artist Zach Schlappi tells me. "One of my personal observations regarding many games is that they tend to overlight areas and rely heavily on a direct global illumination solution, using practical lights as their only source of light. Although this may be technically correct, it tends to be emotionally void and visually flat." He walks me through some of the Burmese jungle settings, where we see organic pools of light created by openings in the forest canopy. "I often recall the Disney technique of forcing the eye to the

center of an image by framing it with silhouettes. Typically, along a player's path or an open area, we take every opportunity to create distinct regions of lit and shaded spaces, so there is always a sense of framing a far-off area with shaded objects that are nearer to the player."

It's also surprising to see how much time and effort is being spent on building the actual environments—it's as if they're treated like sets. Environmental Artist Raj Joshi shows me a massive temple he's spent weeks building. In the game, it's where Yamashita supposedly melted looted gold bars. What's amazing to me is that Raj actually took the time to intricately build the structure, only to tear much of it down later. "I had to build the temple in the mindset of the Buddhists that were creating it as a place of worship," he explains, as he navigates his way through it on his desktop. "After that first half of the process, I then had to play the role of time, nature, and the Japanese soldiers who were all working against the original majesty and pristine nature of the structure. In real life, it is not too difficult to smash things and cause wear and tear. Unfortunately, in the computer,



Medal of Honor: Rising Sun THE WAR MAP

MISSION SEVEN

Jungle outside Bagán, Burma

The Japanese are reportedly planning all-out occupied territory documentation and moving vast sums of gold into a fortified outpost. Joe is inserted into the dense Burmese jungle outside Bagán, near the legendary Temple of Gold.

MISSION EIGHT

Bridge on the River Kwai, Burma

Joe makes his way through the jungle and discovers the rail tracks that lead to the famous bridge on the River Kwai. Finally, he finds the beginning of the bridge, and with the help of deft sabotage engineers, causes a train crash, spelling cars and fuel oil along the bridge.



Movie to watch:
The Bridge on the River Kwai

MISSION NINE

Japanese aircraft carrier, middle of Pacific Ocean

Joe hides in the back of a seaplane, lands on the deck of a Japanese aircraft carrier, and blows it up.

MISSION TWO

The Philippines

Joe gets transferred to the garrison on the Philippines. He spends nine days looking for his brother Danny. Then the Japanese invade.

MISSION TEN

Cabanatuan death camp, Philippines

Japan has given the order to execute its American prisoners held in the Philippines. Joe is one of the soldiers to assault the camp and rescue the POWs.

MISSION FIVE

Singapore

Joint operations by the American OSS and its British counterpart the SOE have discovered that a top-secret and high-level meeting is set to take place in Singapore, with British, American, and German officers both present. Joe has to infiltrate this meeting.

MISSION SIX

Singapore harbor

After some wild chases through the streets in Singapore, Joe and his team get on a speedboat and escape from Singapore's harbor.

MISSION THREE

Guadalcanal, Solomon Islands

The Japanese are building an airbase on Guadalcanal. American convoys are route to Australia. The jungle island of Guadalcanal is a critical strategic point, so the Marines launch an assault.

MISSION FOUR

The mountains, Guadalcanal

The Japanese have entrenched major artillery pieces in the mountains surrounding Henderson airfield. Joe and two squad mates are sent to rescue a team of demolition experts who have been captured by the Japanese. Then



Movie to watch:
The Thin Red Line

MISSION ONE

Pearl Harbor, Honolulu, Hawaii

Joe is a novice, commanding US Marine forces at the start of World War II. He is assigned to Pearl Harbor.

TORAI! TORAI! TORAI!



Movie to watch:
Pearl Harbor

RISING SUN



I CALL HIM STAMPY

Yes, you get to ride him
It's an elephant with a heavy machine gun strapped to its back. OK, so maybe the *Rising Sun* team took a few liberties...

RISING SUN 2?

That's right. EA is already developing the sequel to *Rising Sun* for a release in fall of 2004. What's neat is that *Rising Sun 2* will have you playing as Domini, so you'll get to see another perspective on the events in the first game. Interestingly, *Rising Sun 2* is actually the same EA originally wanted to make—but the team figured it would bore its Skills list with this *Rising Sun*. All we can say is, if this is round one, we can't even begin to imagine what they'll come up with next year.



there is no 3D hammer I can wield to break this massive structure apart. It is pretty tedious, but overall quite rewarding to make the temple feel more battered and decrepit. It makes all the difference to breathe some life—and death—into that temple and give it the character that one would expect from a long-standing relic." He's right. As he walks me through corridors in the temple, pieces of the wall have crumbled away, allowing light from the outside to shine through. The details are spectacular.

I'm then given a demonstration of the animations in the game. Listening to Lead Animator Dave Kury speak about the team's dedication to detail, you almost imagine he's choreographing people in real life. "The Japanese soldiers, while running, would hold their weapon in one hand, out to the side," he shows me, letting animations run on his screen. "The U.S. Marines would run with the

weapon held by both hands. Stylistically, this was really cool for the game, since the player is presented with two different-looking silhouettes and can learn who is friendly and who is not by their running style. But the level of detail goes so much deeper than that. He explains that if you look closely, even the way in which Japanese and American soldiers dive to the ground in the game is animated differently. "Whenever a Japanese soldier" would go from a run or a standing attack and go down to being prone on the ground, he would not let his weapon hit the ground first—after all, it would be insulting the honor of the emperor (since the weapon was considered a gift from him). So, the Japanese had some very awkward ways of getting to a prone position and from a prone position, getting up to a standing attack. In contrast, the U.S. Marines were trained to place their weapon on the ground in such a way as to break their

fall." While he's telling me this, he's acting things out—in his office, not in the game.

Of course, one aspect that has always had its roots in film is *Medal of Honor*'s audio, headed up by Skywalker Sound alum Erik Kraber. Here, he once again pushes his team to come up with something that rivals the best from Hollywood. "We have almost four times as many sounds and more than twice the music of *Frontline*," he tells me. "Also, our music, ambience, SFX, and dialogue are now more responsive and immersive, as they more closely shadow the player's decisions during gameplay." He is enthused about the sound recording that was done for this new installment: "We had weapons from Japan, Australia, UK, and, of course, the U.S. We fired live rounds and blanks to have different sound textures to work with, and we recorded in multiple locations to get the different reverberant characteristics of different



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"...strategy fans should be tenting their fingers in anticipation."

-GMR



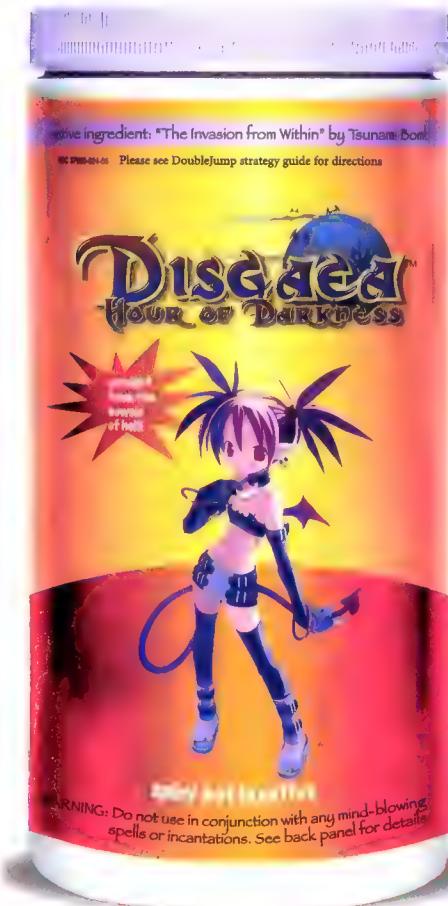
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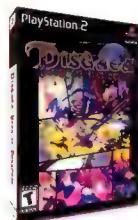
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RISING SUN



Design Director Cross, on board the USS Missouri in Pearl Harbor, looks down at the base of an M2 .50 caliber machine gun.

Attention to Detail

One thing the *Medal of Honor* series has always prided itself on is its attention to historical accuracy. For *Rising Sun*, team members traveled to various locations around the world to research settings for the game, including Guadalcanal, Singapore, Burma, and Pearl Harbor. One of the perks on being attached to the *Medal of Honor* project is that team members are often allowed access to areas normally open to the public, such as the USS Missouri, Ford Island, and Hickam Airfield in Pearl City, Hawaii.

"Of course, with all this traveling, there were certainly adventures to be had. On one particular day in Guadalcanal, I asked our guide if he could locate two specific locations that I really hoped to visit to photograph for reference," notes Environmental Lead Artist Vanessa Miles. "My first request was a river we could ride up in a small boat from the open ocean, in order to witness its point of view like our character would have from his role. Unfortunately, a rain storm had just begun and we were sinking ankle-deep into mud as we trekked out to the river, but we were not willing to turn back and losing the invaluable photographs and footage we were able to capture while on the boat. My second request that day took us up a muddy mountainside in a place not meant for off-roading or

wet, sandy terrain. We were stuck in deep mud several times and did not think we'd make it to the village at the top. After getting some help from natives we were able to finally reach our destination—only to be greeted by a heard of screaming, spear-wielding natives in full war paint and green platters who came charging at our van. Little did we know that we were setting the stage. The tribe was afraid of our arrival and they put on a great show for us."

Spent the remainder of the afternoon with them gathering reference information, photographing their village, and enjoying the food and entertainment they provided us with.

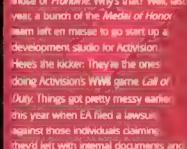
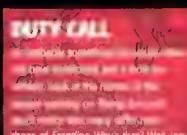
One might ask if all this research is necessary to the game, but to the *Medal of Honor* team, it absolutely is. "It's what sets their game apart from the rest—though sometimes, it may just be to awe their minds at how much we know," Miles says. "We knew there were some large native creatures on Guadalcanal, so it's actually true soldiers at times, and we wanted to make sure we referred to them correctly in the game," says Producer Jamie Williams. "When doing the research, we found that they were crocodiles—but the Marines at the time didn't know the difference, and they referred to them as alligators. So we've made sure to model this correctly. We built a crocodile, and recorded dialogue that speaks of an alligator."

climates and landscapes."

Kraber is also excited about the fact that, for the first time in a *Medal of Honor* game, he was able to have several of his voice-actors performing their lines together. "The interaction between actors makes the energy of the scenes come alive," he claims. "When someone gets angry, they all feed off of it. When someone is scared, there is a heightened sense of tension in everyone's performance that makes it all feel believable." The team then proceeds to show me the *Midnight Raid on Guadalcanal* mission, where you take on the Japanese defenses with a squad. It's surprising how well the dialogue between your team flows.

It's not just the voices that make these scenes work, though; it's the characters. With *Rising Sun*, the team has taken lessons from Hollywood in how to create real characters—ones you'd actually give a damn about. Several of these characters make recurring appearances throughout the game, with the intention that you become connected to them. "Emotion is definitely the motivating factor in making persistent characters that follow you across the levels," Cross tells me as he boots up one sequence. "There are some events later on that will have much more impact if you've had some connection with the other main characters." What he's talking about, as he soon shows me, is that characters in the game—friends—will die. There will also be times when you'll perhaps have to risk your life to save someone—but you make that decision. You decide if it's worth risking your neck. And if the *Rising Sun* team can pull things off right, scenes like these will affect you emotionally.

It's right around then that I start to think about how far the *Medal of Honor* series has really come. What was once a first-person shooter with an emphasis on historical events has matured into this epic adventure that lets you truly experience history while it tells a story. In the back of my head, I can't help but imagine Steven Spielberg envisioning this when he came up with the franchise so many years ago. But it's that concept of being able to make your own life-and-death decisions in *Medal of Honor* that really sticks in my head. While it's clear that the *Medal of Honor* team is constantly striving to make its games more like Hollywood



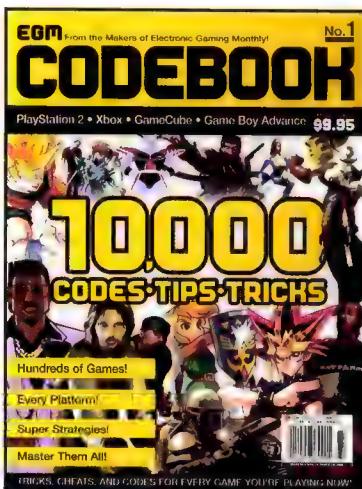
films, I realize that it's also now beginning to exploit its own medium. The fact that you'll come to a point in a narrative where you can choose your own outcome is something movies will never be able to offer. It makes me ponder the possibilities; the team apparently ponders them, too. "I've always said that when I can make an audience cry, in a genuine way, that's when I'll retire," Cross tells me. "The tools the industry is developing are making this ideal a possibility much sooner. Who knows, maybe I'll be retiring in five years...."

Somehow, I don't think he's that far off.



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REVIEWS

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SOUL FOOD

The soul still burns

Lots of good games this month, but there's just one that really blew us away: the incomparable *Soul Calibur II*. That's why it gets our award for Game of the Month.

MEET THE CRITICS



JOHN DAVISON

As you read this, John's son Will may have been born. Here's his face: spooky huh?

Current Favorites: *Soul Calibur II*, *VF4*, *BG&E*

Favorite Genres: Driving, killing, hitting things



GARY STEINMAN

Gary was just too busy to review anything this month, not even *Diggsa*. But he'll probably play it for fun now.

Current Favorites: *BG&E*

Favorite Genres: RPG, Platformers



JOE RYBICKI

Joe was very, very happy to finally play a *Simpsons* game that's actually good.

Current Favorites: *Hit & Run*, *Splashdown 2*

Favorite Genres: FPS, Puzzle, Adventure



CHRIS BAKER

When not playing PS2 footba...l, Skee Baek blasted wormholes on Tatooine.

Current Favorites: *Madden*, *NCAA*, *Star Wars Galaxies*

Favorite Genres: Action, Adventure, Sports, Strategy



SAM KENNEDY

Still speechless from *Rising Sun's* Pearl Harbor scene, Sam now communicates only with emoticons.

Current Favorite: *Soul Calibur II*, *Are the Lad*, *TOTS*

Favorite Genres: Action

REVIEWS

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94

FIGHT!

Only one can be the best.
But which one's really dominant?



96

D'OH!

Like a minute.



98

HIKE!

Madden vs. NFL
Who's the real champion?



Tomb Raider is gaming's most obvious contribution to pop culture. Lara Croft has become bigger than the thing that made her famous in the first place, and the franchise is one of the only videogames to make a successful transition to movies. You'd think, with such a valuable asset under their control, that the game's keepers would be more careful with it. *The Angel of Darkness* is disappointing at best. Given the heritage, and the burden it carries as a flag-bearer for videogaming, it's appalling.

Much is made of the new darker, moodier vibe. If you can sit through the odiously

pompous musings of the development team as they ramble on, in the documentary that's featured as an "extra" on the DVD, about why *Tomb Raider* is so fabulous, you'll possibly be sold on it. Unfortunately, the execution of the actual game is nowhere near the Nine-Inch Nails video treatment we're led to believe we're set for. It's more like the musings of a teenage goth with bad taste in literature. I mean, seriously... you have to be wary of anything that features Nephilim.

The biggest issue I have with it is that the controls are atrocious. In light of games like *Splinter Cell* allowing you to freely interact with your environ-

ment in such a natural way that you hardly ever have to think about the controls, *Angel's* system becomes laughable. Lara never looks like she's comfortable in her environment. She can't even open a door without shuffling sideways and standing in exactly the right place, and some of her more rudimentary moves require you to press two buttons at once. Turning around is a major production for some reason. It's as though the system was designed by a group of people who never spoke to each other, and have possibly never before interacted with a videogame through a joypad. The upshot, aside from making you feel hellishly uncomfortable, is that you'll often fall to your death or make some kind of dumb mistake because you were struggling with the mechanics of the game rather than the challenges facing you.

The logic is all a bit wacky, too. Why, for example, can Lara charge through some locked doors but not others? Why can she move certain large objects but she can't push a mattress out

TRAILER PARK

See trailer

Turn to page 304 to see how the system works, but one of the "new" issues in *Angel* is the ability to power-up Lara's physical attributes. This appears at first glance to be a neat nod in the general direction of *Angels*—in reality, it's a blood twist on the simple collection gameplay mechanic and is actually user linear. There are places where Lara can't perform a task because she's not strong enough. Fortunately, what she must do to get the necessary workout that will make her stronger (like moving a block a couple of feet) is usually very close to the problematic task. Later in the game, this will help her with her newest ability: leeching onto rock faces. The stronger she is, the longer she can hang on to said concr-

of the way? Why is there only one person visible on the busy streets of Paris? And why is it a hooker? Why are some events only triggered by specific conversations, but if you reload your game and have the exact same chat, the outcome isn't the same? Why can you kill a dog by kicking it a few times, but filling it full of bullets has no effect? Why, for that matter, does Lara go around killing

people even though she's avoiding a single murder charge? Why do people fall over and completely disappear even if you've only punched them a couple of times? Why is such a big deal made of new-boy Kurtis' abilities when he does so little with them? If he's such a ninja-Jedi-badass, why doesn't he act like one?

The game is full of "what the..." moments, and more often than not, they're simply because of crappy design. *Angel* is one of the sloppiest big-budget games we've seen in a long time, and given that it was three years in the making, how can this be excusable? I wouldn't mind if the game was fun and enjoyable, but it's not. It feels like it goes on for way too long, and the high points are few and far between. Ironically, given the darker and more urban vibe of the game early on, it's actually the bits where Lara is raiding tombs that really capture the imagination. Perhaps Core should remember what made Lara great originally.

John Davison



TOMB RAIDER THE ANGEL OF DARKNESS

Another one bites the dust

Publisher: Eidos Developer: Core Design MSRP: \$49.99 ESRB: Teen



FUTURAMA

Just watch the show

Publisher: Vivendi Universal

Developer: IUDS

MSRP: \$49.99 ESRB: Teen

We have seen the future as done by the 3D third-person adventure *Futurama*, and it is filled with endless platforms to leap on, strange beings with overbites, alcoholic robots, and a bounty of

junk to collect. Pleasantly dystopian and imbued with a sense of whimsy, this future comes cel-shaded and jam-packed with every platforming cliché its developers could cram into it.

Futurama serves up a lost episode of the now-cancelled animated show, with the villainous Mom taking over the Earth and the beleaguered crew of the Planet Express attempting to set things right. Players take the role of the idiot manchild Fry, the one-eyed pilot Leela, Bender the foul-mouthed automaton, and the crustacean Dr. Zoidberg. Each has his/her/its own style of play and unique features: Fry goes through his levels gunning down mutants and robots; Zoidberg can plow along on a mount; Bender can perform a bullet-stomp, and so on. The variation among characters is minimal, however—the videogame equivalent of using red shoelaces instead of white ones. No matter which character is being controlled, the song remains the same, and though initially fun, it quickly becomes toneless.

Jumping puzzles form the meat of play, with simple puzzles, item collection, fighting, and exploration rounding out the picture. For the most part, the platforming action is remarkably forgiving, which is a godsend since players are forced to deal with a camera system that's obstinate at best. In cramped quarters, it's necessary to adjust and readjust the view, just as it's necessary to adjust

and readjust it everywhere else, save for perhaps at the Pause screen.

When *Futurama* stabs at creativity, it often misses. One neat scene has Fry boarding a giant chicken robot to blast away at Mom's evil robots. The perspective shifts to first person and players are expected to use lasers and missiles to decimate enemies. It's a welcome escape from hopping on [insert random platform here], but so poorly done as to be almost unworkable. Aiming here means battling with improperly tuned controls that are entirely too sensitive; one tap of the analog stick jerks the crosshairs in the direction of the joystick.

The music, much of which is remixed from the show, bravely attempts to establish a sense of urgency, but ends up as an unwelcome distraction. At one point, *Futurama* offers up a musical gem whose entire lyrics seem to be, "One, one, one! One, one, one, three!" It's exactly the sort of techno-style unmusic we imagine dictator Adolf Hitler and his squeeze Eva Braun to be making out to in the bowels of hell right this very minute.

Solid voice acting from the entire cast of the show, unlockables aplenty, and cool quips almost—but not quite—sweeten the sour medicine that is *Futurama* to the point of redemption. It's hard to hate something this genuinely funny. Unfortunately, it's not particularly easy to love it, either.

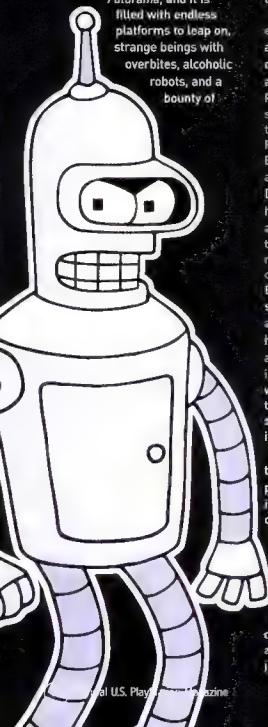
Greg Orlando



If you spend your time playing the underdog humans, working your way through a darkened map can be very tense indeed. The motion sensors that your synthetics carry emit clicks and pings straight from the *Alien* movies, increasing in pitch and frequency as the movement gets closer. It's pretty neat to find yourself in the middle of a migration of Aliens, hearing frantic pinging and seeing dots moving all around the periphery of your field of view.

Since *Extinction* requires so little in the way of actual strategy, it probably deserves the title RTS lite more than *Army Men RTS* ever did. In spite of this, it brings enough new features to the table to make it worth checking out if you're into the genre. Don't expect anything too terribly deep and you won't be disappointed.

Joe Rybicki



**BOMBASTIC**Publisher: [Koch Media](#)Developer: [Stern](#)

MSRP: \$19.99 ESRB: Everyone

The original Devil Dice is just a hair shy of being too complex for its own good. The need to line up dice so they're all showing the same number on the top comes really close to requiring one too many neurons for even a puzzle-game fan such as myself. But the game keeps the challenge just inside that crucial boundary—the boundary that divides the maddeningly addictive puzzle games from those that are just plain maddening.

Bombastic not only steps over that line, it doesn't appear to be aware that such a line exists. If you were to innocently mention rumors of the line in casual conversation, Bombastic would probably punch you in the face and then try to convince you the cops did it to you.

I adding Bomberman-esque explosions, throwing in enemies and giving the whole game an action vibe isn't deliberately sadistic, then I'd have to call it just plain stupid. I can't think of another puzzle game that makes less sense.

Look, really like puzzle games I beat *Border's Block* for Christ's sakes. But about halfway through Bombastic's Quest mode, I turned off the game to play *Reel Fishing III*. Let me say that again. I turned off a puzzle game to play a fishing game.

Reel Fishing's good, but come on.

Yes, I know I'm being harsh here. This is probably because I was so looking forward to playing a PS3 version of Devil Dice that I could turn the putrid old supported by Bombastic. To be fair, the game does have some real sharp presentation and a truly adorable Hello Kittyish look. And all this ranting about the game's complexity doesn't mean it's a bad game. It's just, um, in my mind, a huge step backward from the previous game. If Devil Dice were a person, Bombastic would be that person after going through a complex surgery procedure involving a lobotomy and the attachment of several new limbs and digits in unexpected places. Perhaps there's a whole tub of you out there who like your puzzle games needlessly complex. If so, you're in for a treat.

Maybe the most irritating thing about it is its complexity. Bombastic isn't the slightest bit difficult. It's not at all hard to beat, blasted through the Quest mode in an afternoon. In the other modes, like the 100-croosy, bisy five-player Wars mode, you can do just as well by blindly twiddling the D-pad as you would by paying attention and making your moves carefully. And that's just dumb.

Joe Rybicki

**FREAKY FLYERS**Publisher: [Majesco Software](#)Developer: [Majesco Software](#)

MSRP: \$19.99 ESRB: Everyone

There was a time I found game like *Mario Kart*, *Crash Team Racing* and *Speed Racer* just a bit too play. But they were followed by a barrage of wannabes that weren't. Now comes *Freaky Flyers*, a game that offers a fresh spin on kart racing. Despite some notable fail, it's unquestionably fun, and I'm enjoying the genre again.

If you ever played *Diddy Kong Racing* on N64, imagine a game like that if it's a plane race, but with environments are considerably more vast and spacious. With all sorts of things going on in the background and men playing hockey, gladiators fighting in an arena, etc., often found myself not caring how far I'd raced, opting instead to check out my surroundings.

Performing certain tasks, shooting a bullet to start a stampede, for example, might open a chain of turbo boosts or other bonuses, and the size of the courses allows for a variety of alternate routes, only some of which I actually qualified. Interestingly, the most kart racers available routes are usually immediately apparent. The game comes from people with fairly typical special weapons, but shooting down other freaks with unaimed bullets does add a little something else.

Oh, I wish there were more of these in the courses to race through. With just eight available plus four amusing mini-games that essentially turn the game into a shooter, *Freaky* theoretically you shouldn't take much time to play through. An exceptional capping of the difficulty in the latter part of the game ensures otherwise, however.

Having to find the one quick route through how you can finish first can prove very frustrating—shouldn't need to spend two hours to beat one race.

The game's humor, one of its most touted selling points, also disappoints me. Some of the dialogue may induce a few chuckles and the characters definitely give off that "funny" vibe if not overly stereotypical, with names like Wazoo and Sis and Jacki, but the delivery leaves something to be desired. The cut scenes just try too hard to make you laugh. And does the narrator really need to sound like your best friend's dad imitation of Don Parrot?

And, maybe that's appropriate. These flyers aren't ready for prime time, but they can still thoroughly amuse you for a few hours before you return them to *Blockbuster*.

Chris Baker



The Great Escape



The Great Escape

THE GREAT ESCAPEPublisher: [Xbox](#)Developer: [Xbox](#)

MSRP: \$49.99 ESRB: Everyone

Revising this classic 1963 film in videogame form is a great idea, especially with the current popularity of games like the *Medal of Honor* and *Wolfenstein* series. What's better, it's not just another first-person shooter. *The Great Escape* effectively mixes a variety of gameplay, from manning a turret in a dogfight over Europe to sneaking through POW camps. Sold Snake-style to Steve McQueen's daring cross-country bike escape.

But you're not restricted to playing as Steve. In *Escape* the game switches up playable characters as you work through the story and has you playing the events that lead up to each man's initial capture and some earlier escapes they make. This variety keeps the game fresh and makes you want to keep going just to see what you'll be doing next.

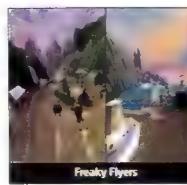
If there's one thing about *The Great Escape* that will turn people off, it's the stealth bits. Sneaking about with guards patrolling the premises often ends up testing your patience. Remember, this is the 1940s, so you won't find any type of Meta-Gear Solid radar system in place—it's up to you to scout each area and figure out where the guards are going (and looking), as well as the searchlights' patterns you get discovered often, and it's really difficult to successfully avoid capture when that happens.

But that doesn't mean you shouldn't try *The Great Escape*. It's a good game, just flawed. Go out and rent it first; you may be surprised at how enjoyable it is.

Greg Stewart



Freaky Flyers



Freaky Flyers



Take a moment and think back on some of the real classics of gaming. You know, the Super Marios, the Tetrises, the Pac-Mans. Those games, although very different, have three similarities. First, they're immediately accessible to anyone who picks them up, regardless of the player's level of gaming familiarity. Second, they offer an essentially flawless gameplay experience. You know, where every action, every motion—everything—feels absolutely perfect. And third, they're deceptively addictive. Whoever thought controlling a fat little plumber or stacking assorted blocks would capture the imaginations of a generation?

I mention this because *Soul Calibur II* shares these traits. And if you ask me, it is a classic in its own right. Never mind that it's one of the best fighters ever made—it's one of the best games ever made.

It all began with its prede-

cessor, *Soul Calibur* on Dreamcast. Considered to be the consummate fighting game, it's one of the few titles to ever receive perfect scores from such magazines as Japan's *Famitsu* and our sister publication *Electronic Gaming Monthly*. Unfortunately, because of the hardware it was on, *Soul Calibur* never reached the audience it deserved.

The simple fact that *Soul Calibur* is now on PS2 (with its massive installed user base) speaks volumes. A



Why mess with perfection? As with its predecessor, *Soul Calibur II* feels so right. It's easy enough for anyone to pick up and have a blast with, yet it's also so deep that it could take you months to master the moves of your favorite characters. I think this is what really sets SC2 apart from most other fighting games—it really does offer the best of both worlds.

Regardless of whether you played the original *Soul Calibur* to death (as I have), you'll be hooked on this game for ages. Of course, the game's at its best when you've got friends to go up against (the tournaments get pretty wild here at OPM), but even when you're playing solo, there's so much to do. The Weapon Master mode, in which you defeat challenges to unlock items, is an absolute blast—while it lasts. *WF4: Evolution* does have SC2 beaten in this respect; there's a lot more to unlock and just generally do in that game. But if you're like me, this matters little. Playing SC2 against the computer is entirely rewarding.

What else can I say? *Soul Calibur II* is brilliant. It's one of those extremely rare games that screams perfection. Fighting-game fan or not, *Soul Calibur II* demands a place in your gaming collection. Sorry Sega, but Namco has reclaimed its crown.

Sam Kennedy



SOUL CALIBUR III

An instant classic

Publisher: Namco Developer: Namco MSRP: \$49.95 ESRB: Teen

Official U.S. PlayStation Magazine



VIRTUA FIGHTER 4 EVOLUTION



An improvement on "the best fighting game ever made"

Publisher: Sega Developer: Sega AM2 MSRP: \$19.99 ESRB: Teen

We were pretty bold in our praise of *Virtua Fighter 4* last year, even going so far as to proclaim it the "best fighting game ever made" on our April 2002 cover. *Soul Calibur II*, sitting pretty over there on the other page, is the only game to really challenge that claim, and this month, we've had a hard time

comparing the two. To make things that much more complicated, Sega has gone and done the unimaginable and has achieved two fairly incredible things. 1) It has improved upon the original VF4 by tweaking the graphics, adding two new characters (Goh the Judoka and Brad the Muay Thai kickboxer), going

nuts with a new Quest mode that offers zillions of unlockables (there are now 1,500 things to unlock), and throwing in some insane AI fighters modeled on Tokyo's best VF4 players. 2) It's releasing this version as the Greatest Hit release of VF4, meaning you get all this for half the price of the original game.

Soul Calibur II was facing a strong defending champion with the original game, but *Evo* makes a very compelling case for itself.

Ultimately, both games are so damn good, it's a tough call to say which really is the best. For my taste, I think SC2 is a more enjoyable game, but that's just a reflection of my personal feelings on the issue. If you're really hardcore, you may feel differently. I don't want that statement to belittle the quality of *Evo* either, because it really is an incredibly impressive game.

All of the things that made us go gaga over the original VF4 still stand. Its controls are near-as-damnit perfect, and the connection you feel between yourself and your fighter makes a game like *Tekken 4* look like it's just fooling around.

Last year, we said "the learning curve of discovering the more elaborate moves is intuitive and certainly not too crazy," and that still stands with this version. You can play *Evo* on many different levels; it's possible to get by as a button masher, but you're never going to be really good unless you study your chosen character and take some time to think about the way you fight. All the game's characters have a definitive style and rhythm to their fighting, and after some experimentation, you'll gravitate toward a particular character because he or she feels just right. The two new characters expand on this potential, but I still dig the returning characters, even a year later. What's interesting, though, is that if you were a big fan of the previ-

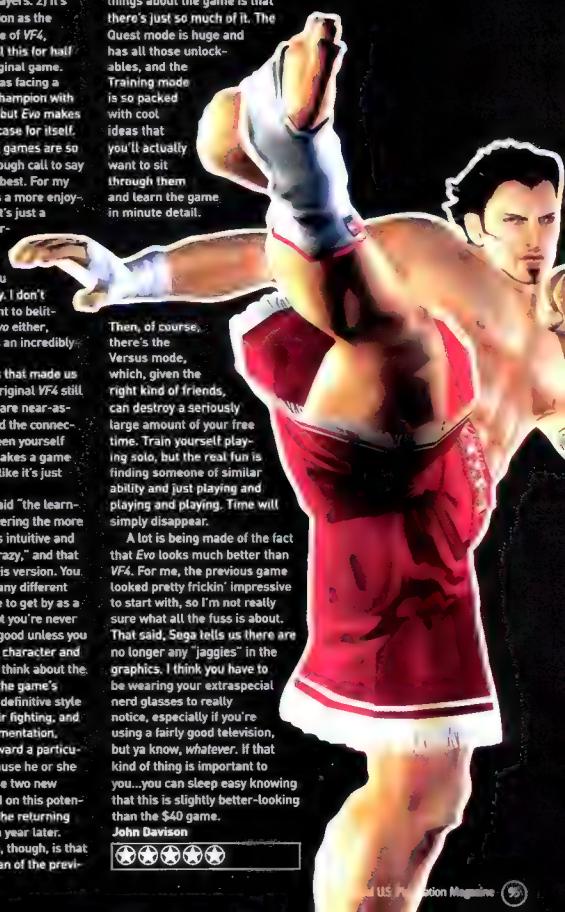
ous release, your favorite fighters now have an expanded array of moves that cover attacks, counters, and defensive moves.

One of the most impressive things about the game is that there's just so much of it. The Quest mode is huge and has all those unlockables, and the Training mode is so packed with cool ideas that you'll actually want to sit through them and learn the game in minute detail.

Then, of course, there's the Versus mode, which, given the right kind of friends, can destroy a seriously large amount of your free time. Train yourself playing solo, but the real fun is finding someone of similar ability and just playing and playing and playing. Time will simply disappear.

A lot is being made of the fact that *Evo* looks much better than VF4. For me, the previous game looked pretty frickin' impressive to start with, so I'm not really sure what all the fuss is about. That said, Sega tells us there are no longer any "jaggies" in the graphics. I think you have to be wearing your extra-special nerd glasses to really notice, especially if you're using a fairly good television, but ya know, whatever. If that kind of thing is important to you...you can sleep easy knowing that this is slightly better-looking than the \$40 game.

John Davidson





I don't watch television, as a general rule. Oh, I'll flip it on when I'm feeling bored or when I need to turn my brain off for awhile, but there's nothing I'm particularly committed to watching on a weekly basis.

There's just one exception: *The Simpsons*. Sunday nights are an event at my house, and missing a new episode feels sort of like forgetting my mom's birthday. It just ain't right.

I'm telling you this because I liked *Hit & Run* a lot—but your mileage may vary depending on your *Simpsons* fandom quotient.

Part of this is a result of the near-limitless array of in-jokes and episode references sprinkled throughout this virtual version of Springfield. You'll plow through a field of Tomacco, pass billboards advertising the new area codes, and take a shortcut through the Stonecutters' Hidden Tunnel. You'll drive Marge's Canyonero, Professor Frink's hover car, and the monstrosity Homer designed for his brother's car company. And you'll conduct missions that require you to collect "Tameet" for Cletus, round up monkeys for Dr. Nick's experiments, or chauffeur Comic Book Guy as he races another nerd to be the first to register his disgust about the new McBain film on the Internet. There are more goodies here than even a diehard fan could possibly digest in a single sitting.

The best part about the game, though, is that it's the first *Simpsons* title that approaches the entertainment value of the show itself. While there's a great deal of episode referencing going on, there's also loads of new dialogue (recorded, of course, by all the actual voice actors from the show). One of the funniest segments is when Bart walks you through the controls of the game—all the while making asides about what a crappy job it is to have to do the tutorial

in a videogame. The result is that, in spite of the problems the game has, it's a genuinely enter-



taining experience, generating more laughs than, say, just about any first-season episode.

But the game does have problems. Chief among them is the fact that there are really only a handful of mission types: race, follow, chase-and-destroy, and collect. That's pretty much it. The specifics change from mission to mission, but the general framework is depressingly monotonous. This is compounded by the fact that, while there are 49 main

missions spanning seven levels, the game takes place in only three locations, with mainly cosmetic differences between them.

The good news is that there are scads of collectible items scattered throughout each level, giving those of you with an obsessive collective disorder something to keep you busy until the next season starts.

Joe Rybicki



THE SIMPSONS HIT & RUN

Knee-slapping, but not earthshaking



Hunter: The Reckoning—Wayward



Reel Fishing III



Hunter: The Reckoning—Wayward



Reel Fishing III

HUNTER: THE RECKONING—WAYWARD

Publisher: IGT
Developer: IGT Valley
MSRP: \$39.99 **ESRB:** E10+

If you blinked last year, you probably missed Interplay's release of the original *Hunter: The Reckoning* on Xbox and GameCube. I'll admit I'm right there with you. I wish I could say that playing the PS2 sequel, *Wayward*, makes we wanna grab another system to see what the first game is all about. It doesn't.

It's a weird thing, too, because the concept is right up my alley—mean, a hack-n-slash-based action-RPG set in a world of zombies, vampires, and werewolves! What's not to like? Even provides some great atmosphere, with the dark mood set perfectly by sharp graphics and realistic sound effects (a couple times, I actually thought I heard it raining outside—it was just the surround sound).

But the gameplay? Ugh. Not only do you have to fulfill stupid mission objectives (destroy headstones in a graveyard—the same one on this month's demo disc—to find data CDs), you find yourself returning to the same area multiple times to f*** it over, other stupid d*mission objectives. Even worse, fixed-camera angles prob'ly exasperation of the wide-open environments, leading to five-minute levels that frustratingly take 30 because you can't find that one newspaper kiosk to get to the item you need. And good luck beating some of the levels by yourself; some are downright next-to-impossible outside of Co-op mode.

I think Kansas summarized it best: Don't carry on with *Wayward*. Well... something like that.

Chris Baker

REEL FISHING III

Publisher: IGT
Developer: IGT

MSRP: \$39.99 **ESRB:** E10+

Most fishing games these days tend to lean heavily toward the arcade variety that brought *Sega Bass Fishing* for Dreamcast to success. But the *Reel Fishing* series has always been in a class by itself, and this, the first next generation version, is no different. It's not just that *Reel Fishing III* is more of a simulation than other fishing games, although it most certainly is—until you get the hang of moving your lure properly and setting your hook well, you can literally spend an entire session without catching a single fish.

But the game is more than a fish-catching sim—it's a simulation of the whole fishing experience. Sounds odd, I know, but *Reel Fishing* is as much about the atmosphere of fishing as it is about bait and reel and line strength. The game puts you into the atmospheric photorealistic environments, gets rid of all the green cutters, and surrounds you with the sounds of nature land I mean that literally—this is a fishing game with surround sound! Once you catch your fish, you can take it back to the lodge, keep it fed and happy, and watch it grow. No kidding. With this presentation, you'd be forgiven for thinking the actual act of fishing is almost secondary.

It isn't. You need to know your stuff to learn it from the game's tutorials (I caught nothing here). That can prove frustrating—as can the artificial requirements for advancing to new locations—but it's such a pleasant experience that I can really complain.

Joe Rybicki



THE ITALIAN JOB

Crap movie, crap game

Publisher: IGT

Developer: IGT

MSRP: \$39.99 **ESRB:** E10+

It's the game no one asked for based on the movie no one liked that starred Mark Wahlberg and Ed Norton. *The Italian Job's* reason to be is simply to try and squeeze some dollars out of a summer movie that was nowhere near as successful as some people apparently hoped it would be. It's as though Climax had just crapped out a mediocre driving game and Eidos somehow managed to pick up the rights to the flick from Paramount (which produces the *Tomb Raider* movies) for a couple of beers and a bag of peanuts. It's like a feeble attempt at a mission-based driving game (think *Midnight Club* or *Driver* or something, I guess—it's hard to tell since it's so half-hearted with Mini Coopers thrown in for really obvious movie "Italy.")



The way the flick has been shoehorned in is laughable at best. The story is essentially a badly scripted and appallingly acted-out series of mind-numbing justifications for making you drive around Los Angeles.

Drive the Minis here? it says. Oh, no, "now drive them here." OK then. "Now drive three more of them back over here again." Why? What was wrong with where they were earlier?

In a pathetic attempt to spice things up a bit, the game also features a rating system based on the stunts you perform. Seeing as these stunts seem to involve nothing more elaborate than simply falling off the curb in a controlled manner, you often find yourself being awarded a bonus for something you had no idea you'd done in the first place. Coupled with this system is the game's annoying tendency to make you get stuck on certain parts of the environ-

ment. Seeing as every mission in the game is against the clock, being suddenly attached to a tree or a lamppost is far from conducive to good gameplay.

At the end of each chunk of story you're given a rating based on your performance. It rattles off a long list of different criteria this rating is based on, but ultimately it all seems inconsequential. Getting a passing grade for a level is really just prolonging the agony.

You can, of course, not bother with the story, but what's the point of that? There's a Stunt mode, which would be good if not for the aforementioned environment-sticking problem, and there's a Free Roaming mode that is nowhere near fun enough to justify even existing in the first place.

This is not a good game.

John Davison



Last year, Sega had the ESPN license for *NFL 2K3*, but it didn't do much with it. Beyond a logo and a Bottom Line to update you on the latest scores, there just wasn't very much associating the game with the Total Sports Network. Well, you need only look at the name of the game formerly known as *NFL 2K4* to realize this just isn't the case anymore. And unlike almost every other sports game bearing the network's name in the title, *ESPN NFL Football* won't disappoint you.

As soon as you make it to the Main Menu screen, the ESPN-ness of it all hits you as the camera

pans about a 3D rendering of the *NFL Countdown* studio. Choose your teams, and Chris Berman fills you in on the strengths of each club, picks a key player, and even plays Swami with a prediction. From there, it's no-name announcers as usual, but they're competent enough not to seem out of place. Boomer chimes in again at halftime to fill you in on the highlights—something he doesn't do at the end of a game.

Aside from the ESPN association, you can't beat the general presentation that Visual Concepts visually conceptualizes for us. Whether it's fans in the stands all painted up in team colors, great-looking players fraternizing on the sidelines, the use of a teletext during replays, or just the superior crowd noise, ESPN easily tops *Madden* in the presentation department.

It's got a lot going for it during gameplay, too. After you've chosen your plays from a selection menu that's more user-friendly than *Madden's*, it's the same solid action you've come to expect from

Sega



football games. The play animations are beautiful and accurate (Ricky Williams helps push his blockers forward when he has nowhere to go, for example), and the player A.I. feels spot on. I also like charging up for a more powerful juke or spin move by holding down X (even if I'd rather use the button for a constant speed boost, as in *Madden*). However, my running-game experience seems a bit inconsistent—it's usually either a loss of two or a gain of at least six. And not trusting your running game can make winning something of a chore.

If you don't win, your owner won't be too happy in Franchise mode—expect to hear about it in your e-mail inbox, along with injury reports, trade offers, etc. In managing this sort of stuff, don't be surprised if you spend as much time not playing football as you do out on the field.

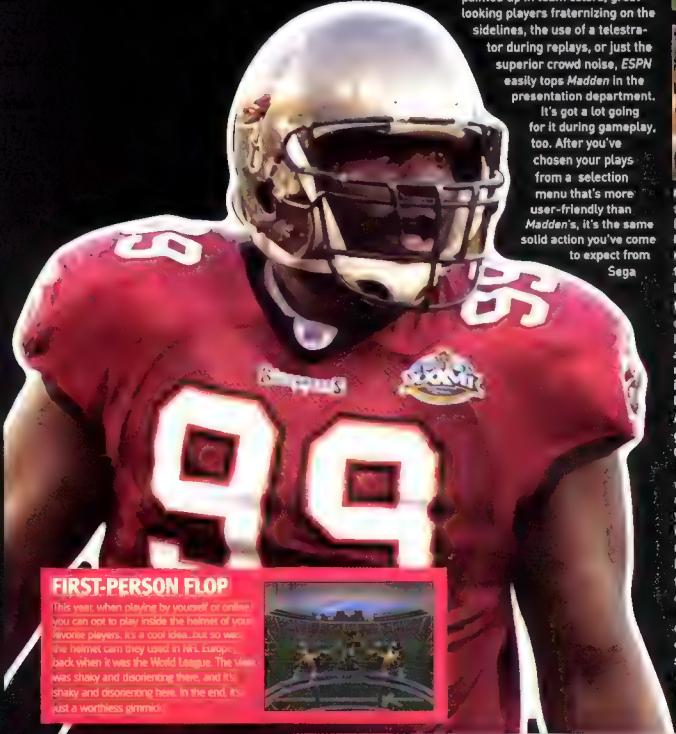
Furthering this cause is The Crib, your virtual home. And you can proceed to decorate it with all sorts of NFL memorabilia earned by accomplishing tasks during gameplay. You can even earn the right to play minigames like air

hockey. Win or lose, you want to keep playing games just to see what cool things you'll be able to unlock next.

Yet, with all it has going for it, ESPN still feels like it's missing something. It drives me crazy trying to figure out what that "something" is, and this is all I can come up with: It lacks that certain "oomph" I get out of EA football.

Still, I can see why a lot of gamers might prefer *ESPN*. If you've always been one of these people, you still will be. And if you haven't yet experienced Sega's brand of football, it's definitely worth a taste test. Who knows, you might just end up with a new favorite football game.

Chris Baker



FIRST-PERSON FLOP

This year, when playing by yourself or online, you can opt to play inside the helmet of your favorite players. It's a cool idea, but so weird—the helmet can't be used in NFL Europe, back when it was the World League. The view was shaky and disorienting there, and it's shaky and disorienting here. In the end, it's just a worthless gimmick.



ESPN NFL FOOTBALL

Great...but missing the "oomph"

MADDEN NFL 2004

Boring us again with its greatness

Publisher: EA Sports Developer: Tiburon MSRP: \$49.99 ESRB: Everyone

If you're like me, you're getting kind of bored with *Madden*. Oh, not in a bad way, mind you. You're just tired of the fact that the franchise manages to top itself every year. Can't Tiburon do something to screw it up? Some ill-advised new direction to lead it, so you as a reader have something unexpected to take in during this review, and I as a critic can enjoy lambasting it? Nope. Instead, you're stuck there reading a bunch of boring ol' relentless praise. Just like always. So here goes.

If you've played *Madden* on PS2 at all, you know about its fantastic core gameplay. Passing feels right, the running game functions as well as you can hope for, and the A.I. generally responds properly. Yep, so the game of football you get with *Madden NFL 2004* is just as great

as ever. What's new?

Actually, there is something new that—as you may have guessed (yawn)—only improves the action. In the greatest innovation for the right analog stick since *Ape Escape*, you can use the usually useless Dual Shock appendage for Playmaker control, which essentially calls audi-

bles prior to the snap and even during gameplay. Before the QB gets the ball, Playmaker acts as a sort of alternate hot-route system on offense. This also alters the running game; at this time, defending safeties can adjust their intentions as well. Once the pigskin is hiked, use the right analog to alter your closest receiver's route; on defense, react immediately to the play by sending your backs to either pursue the run or anticipate a pass. Just as you'd freakin' expect, it works brilliantly. Big surprise.

And Tiburon couldn't settle for improving only *Madden*'s core gameplay. Nope. It had to go and add considerable depth to the Franchise mode by making you a team owner. Now, for as many as 30 seasons, you partake in a veritable football RPG, doing everything from hiring and firing coaches and building a new stadium (and I do mean building—you create it from the ground up in one of 17 billion different ways) to moving your team and establishing the price of a hot dog.

John Madden likes hot dogs. He also likes to provide color commentary to Al Michaels' once again fantastic play-by-play. It's all part of the stellar, polished presentation you've come to expect in *Madden*. And they've even gone and improved this aspect with more interesting replays, some of which you see on the Play Selection screen (in between the offensive and defensive formation lines). I must say, however, that some of the between-plays player animations they've used for years could use a face-lift. [Hey, whaddya know?! A seminonative remark!]

Last year, *Madden*'s online system badly needed a face-lift as,

well—it was probably the easiest thing to complain about. Well, it got one. Now, you and your pals can participate in online tournaments and chat live via headset. There's even a cheater filter to keep the morons out there honest, and you can get credit for a win even if your opponent pulls the plug.

Madden 2004 won't let you down in any way. Yep, Tiburon's gotta go and give us a new greatest NFL game ever made. Again. And they'll probably do it again next year.

Chris Baker



SIDE BY SIDE

RUSHING

ESPN: inconsistent—usually either a short-loss or a big gain

Madden: Spot on. You'll probably ave about four yards per carry, just as you should

Edge: *Madden*

PASSING

ESPN: At the core, it's just as great as *Madden*; it's just missing one thing

Madden: Playmaker control sets *ESPN* apart. You can now receivers to go to the fly!

Edge: *Madden*

PRESENTATION

ESPN: Needs actual ESPN announcers in the booth for the full ESPN effect. Other than this, the atmosphere is fantastic

Madden: Everything comes slick and very polished with a variety of EA Trax to liven up the experience

Edge: *ESPN*

GRAPHICS

ESPN: The player models look solid—athletic, and their gameplay animations are too much

Madden: ESPN looks better everywhere except during a play, which is where it falls flat

CHEERLEADERS

ESPN: Two sets of twin sisters and their hot friend Breast Jiggle in on son as they move

Madden: Two sets of tapers and their hot twin friends

No breast jiggle, however

Edge: *ESPN*

ONLINE PLAY

ESPN: You

can play online

with other

players

from around

the world

and it's

fun

but it's

not as good

as it could be

because

it's

slow

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I can only do this once, because I need to use this item I got from the Seraph!

DISGAEA: HOUR OF DARKNESS

More than just gratuitous quirkiness

Publisher: Atlus
Developer: Nippon Ichi
MSRP: \$49.99 **ESRB:** Teen
Some bad games are merely bad, but others have a good game struggling to break out: *Rhapsody* on PS1 is an example of the latter. Its winning cast of characters and lighthearted story is dragged down by the absence of challenge or gameplay. Developer Nippon Ichi has improved with every attempt since then, and Atlus has given it a second chance by releasing *Disgaea: The Hour of Darkness*. It's Nippon Ichi's best game to date, and it fulfills the developer's early promise.

The humor and breeziness

in the story line is something that the developer already has down pat, so naturally, it's back in *Disgaea*. The star of the game is Laharl, who overslept for so long that rival demons started vying for his late father's throne in the Netherworld. With the help of his Eta, his vassal, and Flonne, an inquisitive angel-in-training, he begins the task of showing all claimants who's really the boss of the underworld. If you liked *Okage: Shadow King*, there's a similar vibe here, stemming from wacky elements like an assassin too polite to carry out her duty and a bunch of hapless penguin flunkies prone to exploding.

The extradimensional setting powers both of *Disgaea*'s innovations on familiar strategy-RPG elements. A dark assembly of demonic senators presides over many aspects of the game, including character creation, battlefield conditions, and the quality of the shops in your home castle. To get senators to see things your way, you'll have to either bribe them with goods or bring them in line by force.

Equally important is the item world, which allows you to treat every item in your possession—from a pack of used gum to the most powerful sword in the game—as its own pocket dimension with dozens and dozens of battlefields. By defeating "floors" of each item, you can open up options to manipulate some of its statistics. The result is an extremely robust and flexi-

ble item-creation system, and one that offers hours upon hours of gameplay beyond the main story.

Not that the main game is lacking—one of the most welcome improvements upon *Rhapsody* is the presence of some real difficulty. Battlefield layouts, like running a gauntlet of 17 warriors, require real thought and planning to maneuver past, and you'll probably find yourself just barely eking out a victory against some of the tougher challenges.

Disgaea isn't all good, of course. In terms of graphical prowess, the developer is like a kid who refuses to dip a toe in the deep end of the pool after learning how to swim. The sprites are well animated, and the large character portraits get a generous range of expressions, but the 3D environments are serviceable at best. The well-localized text is also marred by poorly voiced English dialogue. Fortunately, *Disgaea* is another in the trend of bilingual games, so you can listen to the Japanese vocal track on top of the well-done Danny Elfman-inspired score.

The fact that a small developer can produce something this polished is impressive, and the fact that Atlus saw fit to publish it here is heartwarming. Even if there were a wealth of strategy RPGs on PS2, genre fans could do much worse than *Disgaea*. **Nich Maragos**



SUMMER HEAT BEACH VOLLEYBALL

Publisher: Activision
Developer: Activision Studios (The Netherlands)
MSRP: \$29.99 **ESRB:** Teen

My first half-hour with *Summer Heat Beach Volleyball* (contrary to what Kylie Minogue subliminally tried to tell me via song every single time I started a match) was anything but love at first sight. No camera angles worked well for me and all the different-colored arrows on the court only served to confuse. And did I really need controls as complex as these for an arcade volleyball game?

Soon enough, though, something just clicked: I started to get it! The camera worked well, the arrows suddenly made sense, the controls felt natural, and I legitimately started to enjoy myself.

My AI counterpart and I surprisingly made quite the team, as she was every bit as capable a player as me and usually moved to the ball like she would if she were a human being. If a mistake was made, it was usually by me. I also liked hearing the players communicate in voices consistent with their nationality subtle but nice.

Want to know the most surprising thing about *Heat*? It isn't gratuitous...and we're talking the publisher of BMX XXX here. Sure, it features plenty of bikini-clad v-ballsers, but that comes with the culture of the sport: besides, you've got just as many bawdy dudes to choose from! There are no suggestive hugs like in GameCube's *Beach Spikers* and no scenes of players feeding strawberries to each other, as in Xbox's *DOA Xtreme Beach Volleyball*. It actually focuses on solid gameplay. What a concept! **Chris Baker**



PS1 Quick Hits



MOTOCROSS MANIA 2

Publisher: Activision
Developer: Activision
MSRP: \$29.99 **ESRB:** Everyone

This is a surprisingly full-featured racer—it's got a simple bike setup and even a track editor! Too bad it looks like it was surgically extracted from the bowels of something that crawled up the ass of something else and died there. —J.R.



SLOTS

Publisher: Activision
Developer: Activision
MSRP: \$29.99 **ESRB:** Everyone

Page 8 of the *Slots* manual states All prizes are fictitious. That about sums up all I have to say. Sure, I like slots as much as the next guy, and this game has nearly 50 different types—but all prizes are fictitious. So why bother? —J.R.



BLASTER

Manufacturer: Mad Catz
MSRP: \$39.99

You still can't buy a Guncon 2 without picking up one packed with Namco gun games (*Time Crisis II* is the only one worth buying)! The Blaster acts as a solid substitute though, with its accuracy and a good feel, especially when using the rounded D-pad. —C.B.





SA GameScreen



Predator Wireless



SA GameScreen



Predator Wireless

SA GAMESCREEN

Manufacturer: Mad Catz

MSRP: \$149.99

You know how the PS1 LCD Screen makes all those old games look better? How games that looked horridly pixelated on your television look smooth all of a sudden? It's like the PS1 games magically made the leap to PS2?

The 5.4 GameScreen does something a little bit like that, only in reverse. It makes PS2 games look like PS1 games.

don't know that I've ever seen an LCD screen that looks worse than this beast. It starts off by giving your games a washed-out, almost old-timey look. Then it ups the ante with random pixel jitter over the entire screen. Next, it lovingly embraces the image your game is generating in such a way that it seems reluctant to let it go, resulting in a full-screen ghosting effect that would be cool if it didn't look like crap. It dropped full price on this thing, I probably never be able to buy anything again because I'd be so paranoid by buyer's remorse.

It's not all bad, though. The sound isn't the worst; we've ever heard, and installing the unit on top of your PS2 is a simple matter that literally takes just a few seconds. It even looks nice sitting there (prospective buyers: it's not actually pink, of course).

Even so, have to wonder why you'd want one of these units in the first place. Since it runs off an AC adapter, it's not like it's going to carry more portability than a television. And for the same price, you could get a television that is much bigger, much nicer, and much kinder to your game.

Joe Rybicki

PREDATOR WIRELESS

Manufacturer: Razer

MSRP: \$49.99

This is one of the more comfortable third-party controllers I've come across, even though it has drastically indented R2 and L2 buttons—a configuration that usually bugs the hell out of me. It also has that satisfying finish that is becoming popular these days.

On top of the comfort factor, it's wireless. I'm assuming it's 900MHz in spite of—or perhaps because of—the fact that it doesn't divulge its transmission frequency anywhere in the packaging or press material. For a \$40 product, the response is pretty quick and the range is pretty solid; you won't be playing from down the block, but, really, why would you want to?

The base unit also includes an infrared receiver, so you don't have to fit another slot on your PS2 or DVM remote receiver. To whet my appetite, I say, "OK, whatever. Knock your socks off." It's a nice thought, but not exactly a sell point.

I do a lot more enthusiastic about this controller, though, if it weren't for the fact that the D pad seems seriously screwy. It doesn't seem to want to settle on one direction; tap Right and Left and move often than not. I'll move up or down as well. That's going to make things pretty damn frustrating in games that require any kind of D pad precision.

It's not a deal breaker, though, since the comfort factor is high enough that you could conceivably overlook the D-pad issue. Besides, most games rarely use the D pad for anything important these days. You could do a lot worse for the price, that's for sure.

Joe Rybicki



SPLASHDOWN: RIDES GONE WILD

Much, much better than you'd think



Publisher: THQ

Developer: Rainbow

MSRP: \$39.99 ISBN: Everyone

"I admit it. I wasn't terribly excited about *Rides Gone Wild* (aka *Splashdown 2*). The developer took my favorite feature of the original game—the stunning, almost photo-realistic environments—and threw it out the window. This sort of thing happens to me all the time (see: *Bombastic*). I'm starting to get used to it.

Anyway, I was a fool for doubting Rainbow, because not only has the developer delivered a solid racer and a satisfying sequel, it's gone well above and beyond the call of extreme-sports duty.

How, you ask? Two words: Downtown Downpour. I'd been pleasantly surprised with all the levels up to the point when I encountered this one (live or six tracks into the Career mode on Pro difficulty). I immediately quit out of Career and jumped into this level in the free-roaming Practice mode. This is quite possibly the coolest level I have ever seen in any kind of racing game. It's like the designers looked at the SSXs and Jet X2Os of the world, snickered, and said, "OK, boys, step aside and let us show you how it's done."

You won't find any screens of Downtown Downpour on this page because I don't want to spoil it for you. But let me give you a little teaser: Imagine being stuck in a small river town in the midst of a very, very bad



flood, with nothing but a Sea Dog to keep you occupied. It rocks.

I'm also very pleasantly surprised by a concept I originally thought would be pretty hokey: the "storytelling" aspect of the levels. Turns out, this is often more entertaining than not, and isn't half as distracting as I expected. Each level evolves as you go through it; usually, the second lap gives you a little taste of what's to come, and then on the third lap, they really try to wow you. On the whole, it works.

Graphically, the game is gorgeous. There's an undeniable shift into an over-the-top cartoonish style that's quite a departure from the original game. What's surprising is how good it turned out. I was expecting something along the order of all the other extreme-racing games, but there's some real style here. Some of the best-looking levels even have a look that approaches cel-shading.

There's also a ton more to this game than the original. More tracks, more modes, more riders, more everything. Plus, Rainbow brought back the system it used in *ATV Offroad Fury 2*, which allows you to open up everything by "buying" new



items with points. You can still open things up by beating Career mode and meeting other goals, but you don't have to do it that way if you don't want to.

So, lots and lots of stuff to like about *Rides Gone Wild*. My only complaint is that there aren't more levels like Downtown Downpour, more levels that blow the doors off your expectations. There's a lot of innovation, but there's also a lot of run-of-the-mill cartoon-racer clichés: the ice level, the pirate ship, the haunted castle, and so on.

A few clichés aren't reason enough to miss this game, though—not by a long shot.

Joe Rybicki





REPLAY

Making life easier
since 2002.

INSIDE REPLAY

108 **Soul Calibur 2**

Five cool things that will help you win every fight. Plus, some cool moves and tips for the two fighters featured on our demo disc this month. Load it up and fight!

PS2 Games

- 103 **hack//MUTATION**
- 104 **NCAA Football 2004**
- 110 **Silent Hill 3**
- 112 **Essential War Games**
- 116 **Midnight Club II**
- 118 **Silent Line: Armond Cow**

114 **Return to Castle Wolfenstein**

Find the secret stuff in the first mission of Activision's cool first-person shooter—and take out some Nazi scumbags with your Luger along the way.

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TOMB RAIDER

Work it, baby

If you're going to get through *The Angel of Darkness*, you need to make sure Lara gets a good workout. Find out how to tweak her pants and blast her quads.

PS2 TRICKS AND REVIEW ARCHIVE

Game names in indicate a Greatest Hits title

Ratings in indicate a five-star score. A number indicates its rank in the top-selling games for each system

GAME	PUBLISHER	SCORE	RANK
13 hack//INFECTION	Bandai	★★★★	65
EXTRA DUNGEONS	Pay attention to the OVA packed in with the game for some hints about special dungeons. If the anime mentions three possibilities, try this one: Dog Dancing, Passionate Tri-Passy. Be sure to pick up the Ceramic Horn!		
12 hack//MUTATION	Bandai	★★★★	69
Grunty grunty grunty grunty grunty grunty grunty grunty grunty	We're just saying the word.		
RAISE A BONY GRUNTY	Feed your baby Grunty fruit: Endive Eggs, mini-Mandarins, Two-Piney Apples, one Smoky Cauliflower, and then a bunch of Golden Eggs until it hatches. It's way to difficult.		
RAISE A SNAKEY GRUNTY	Feed your baby Grunty fruit: Piney Pepper, three Snaky Cots, 12 Golden Eggs, and nine Oh No Noses.		
18 Wheeler American Pro Trucker	Acclaim	★★★★	52
4x4 EVO	GOD Games	★★★★	44
2002 FIFA World Cup	EA Sports	★★★★	58
War Combat 04: Sherman Shakes	Harmonix	★★★★	53
Activision Anthology	Activision	★★★★	64
Aero Elite: Combat Academy	Sega	★★★★	67
The Adventures of Cookie & Cream	AgeTech	★★★★	44
Aggressive Inline	Acclaim	★★★★	59
Airblade	Namco	★★★★	53
All Star Baseball 2002	Acclaim	★★★★	44
All Star Baseball 2003	Acclaim	★★★★	56
All Star Baseball 2004	Acclaim	★★★	67
Amplitude	Sony CEA	★★★★	68
Antz Extreme Racing	Empire	★★	61
Ape Escape 2	Ubi Soft	★★★★	70
Aqua Aqua	3DO	★★	42
8 Arc the Lad: Twilight of the Spirits	Sony CEA	★★★★	70
Want to go the extra mile? Here's where to find all the Spirit Dictionaries and Ancient Tablets.			
SPRINT DICTIONARY QUEST	Talk to the man on the second floor of the tavern in Yewbelle to start the Sprint Dictionary quest. He'll give you the first one when you return his pot. The rest can be found in the Assembly Hall in Lametha, inside the Main Plant in Sulaf, inside the Mountain Stronghold, and in the Fortune Hall in Malmara.		
ANCIENT TABLET QUEST	After Greedo dies, open his chest to start the Ancient Tablet quest. You'll get the first one after getting the Phoenix Blood back, and the rest can be found in Dolkyina, outside the cave in Dragon Bone Valley, inside the Coleopt Shrine, in an alley in Ruuelon, in the Pyramid, and in the Chaos Forest.		
Arctic Thunder	Midway	*	50
Armored Core 2	AgeTech	★★★★	39
Armored Core 2: Another Age	AgeTech	★★★★	48
Armored Core 3	AgeTech	★★★★	61
Army Men: Air Attack	3DO	★★★★	44
Army Men: Green Rogue	3DO	★★★	45
Army Men RTS	3DO	★★★★	56
Army Men: Sarge's Heroes 2	3DO	★★★★	45
ATV Offroad Fury	Sony CEA	★★★★	42
ATV Offroad Fury 2	Sony CEA	★★★★	64
ATV Quad Power Racing 2	Acclaim	★★★★	66
Auto Modellista	Capcom	★★★	69
Baldur's Gate: Dark Alliance	Interplay	★★★★	72
Barbarian	Titus	*	57
Bass Strike Virtual Fishing Tournament	THQ	*	51
Batman: Vengeance	Ubi Soft	★★★★	51
Battle Engine Aquila	Atari	★★★★	65
Big Mouth: Toadies	Insomniac	★★★★	71

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ICKY

Silent Hill 3 is pretty gross
Beat those yucky bosses

116

VROOM!

Midnight Club II tips
Maps and other goodies

119

YOUR VIEWS

Tell us what you think
Your reviews of the latest games

GAME

PUBLISHER

SCORE

ISSUE

Black & Bruised

Majesco ★★★★

67

Blade II

Activision ★★★

62

Blood Omen 2

Eidos ★★★★

63

BloodRayne

Majesco ★★★★

63

Bloody Roar 3

Activision ★★★★

47

BMX XKK

Acclaim ★★★

65

Breath of Fire: Dragon Quarter

Capcom ★★★★

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Britney's Dance Beat

THQ ★★★★

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The Bouncer

Square EA ★★★★

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Burnout

Acclaim ★★★★

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Burnout 2: Point of Impact

Acclaim ★★★★

63

Cabela's Big Game Hunter

Activision ★★★

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Capcom vs. SNK 2

Capcom ★★★★

51

CART Fury

Midway ★

47

Casper Spirit Dimensions

TDK Mediactive ★★★

50

Chaos Legion

Capcom ★★★★

70

Chessmaster

Ubi Soft ★★★★

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Choplifter: Crisis Shield

Xicat ★★★★

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Crysis

Take 2 ★★★★

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Clock Tower 3

Capcom ★★★★

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Colin McRae: Rally 3

Codemasters ★★★★★

44

Commandos 2: Men of Courage

Eidos ★★★

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Conflict Desert Storm

Gotham Games ★★

63

Conflict Zone

Ubi Soft ★★★★

63

Contra Shattered Soldier

Konami ★★★★★

64

Cool Boarders 2001

Sony CEA ★★★★

46

Crash Bandicoot: The Wrath of Cortex

Universal ★★★★

53

Crazy Taxi

Acclaim ★★★★

44

Dark Angel: Vampire Apocalypse

MetroID ★★

49

Dark Cloud

Sony CEA ★★★★★

66

Dark Cloud 2

Sony CEA ★★★★★

66

Dark Summit

THQ ★★★★

52

David May Cry 2

Activision ★★★★

44

DKMAX

Konami ★★★★

63

Dead or Alive 2: Hardcore

Tecmo ★★★★

39

Dead to Rights

Namco ★★★★

65

Def Jam Vendetta

EA Sports Big ★★★★

67

Defender

Midway ★★★★

62

Deus Ex: The Conspiracy

Eidos ★★★★★

56

David May Cry

Capcom ★★★★★

50

Devil May Cry

Capcom ★★★★

66

Dino Stalker

Capcom ★★★★

61

Disaster Report

AgeTEC ★★★★

65

Disney Golf

EA Games ★★★★

61

Disney's PK: Out of the Shadows

Ubi Soft ★★★★

63

Disney's Treasure Planer

Sony CEA ★★★★

64

Donald Duck: Goin' Quackers

Ubi Soft ★★★★

42

Downforce

Titus ★★

57

Downhill Domination

Sony CEA ★★★★

71

Dr. Muto

Midway ★★★

63

Dragon Ball Z: Budokai

Atari ★★★★

65

Dragon Rage

3DO ★★★

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Drakan: The Ancients' Gates

Sony CEA ★★★★

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Driven

Bam ★

52

Driving Emotion Type-S

Square EA ★★★★

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Drome Racers

EA Games ★★★

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Dropship

Bam ★★★★

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Dual Hearts

Adus ★★★★

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Dynasty Tactics

Koei ★★★★★

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Dynasty Warriors 2

Koei ★★★★

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Dynasty Warriors 3

Koei ★★★★

52

Dynasty Warriors 3: Xtreme Legends

Koei ★★★★★

65

Dynasty Warriors 4

Koei ★★★★★

68

Everybody Fun Tonight: Everybody Wants Chung-tiang

Activision ★★★★★

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UNLOCK ALL GENERALS

R1 R2 L1 L2 C1 C2 C3 C4

△ □ ▲

UNLOCK ALL SHI GENERALS

R1 R1 L1 L1 C1 C2 C3 C4

△ □ ▲

UNLOCK ALL WEI GENERALS

R1 R1 L1 L1 C1 C2 C3 C4

△ □ ▲

UNLOCK ALL WU GENERALS

R2 R2 L2 L2 C1 C2 C3 C4

△ □ ▲

Ecco the Dolphin: Defender of the Future

Acclaim ★★★★

56

The Getaway

Sony CEA ★★★★★

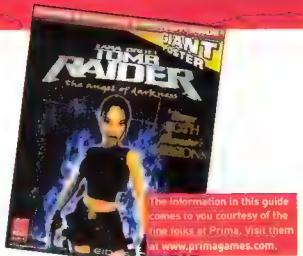
66

The Getaway</p

TOMB RAIDER: THE ANGEL OF DARKNESS

Lara's upgrade chart

Perhaps the most important part of Lara's continued evolution during her expedition is her strength-training regime. Lara begins the game with both her upper- and lower-body strength at level 1. Throughout her adventure, Lara must upgrade to continue.



The information in this guide comes to you courtesy of the fine folks at Prima, visit them at www.primagames.com.

Building Up Lara's Upper Body



UPPER BODY LEVEL 2

Area: Parisian Back Streets

Upgrade Type: Grip

Lara's use of a crowbar to open a padlocked roof results in increased arm strength, perfect for hanging and shimmies.



UPPER BODY LEVEL 3

Area: Derelict Apartments

Upgrade Type: Push Object

After using some lewks and pushing power to move a crate at the top of the stairs, Lara can shoulder-open some doors.



UPPER BODY LEVEL 4

Area: Parisian Ghetto (two alternate)

Upgrade Type: Shoulder Barge

This upper body upgrade can be acquired by pulling a lever in Le Serpent Rouge's garage or by shouldering down a massive door in St. Aicard's Graveyard.



UPPER BODY LEVEL 5

Area: Louvre Storm Drains

Upgrade Type: Turn Valve

After halting the rotation of a propeller fan, Lara can bind her body into a valve turning machine.



UPPER BODY LEVEL 6

Area: Louvre Galleries

Upgrade Type: Shoulder Barge

After shimmying along a high wire, Lara's upper body is stronger than ever. She can now shoulder through heavier doors.



UPPER BODY LEVEL 7

Area: The Hall of Seasons

Upgrade Type: Grip

Lara can scale steep overhangs with ease after this wall push workout at the top floor of the hall.



UPPER BODY LEVEL 8

Area: Monstrum Crime Scene

Upgrade Type: Shoulder Barge

By putting a chest of drawers in Vasiley's apartment, Lara increases her upper body strength.

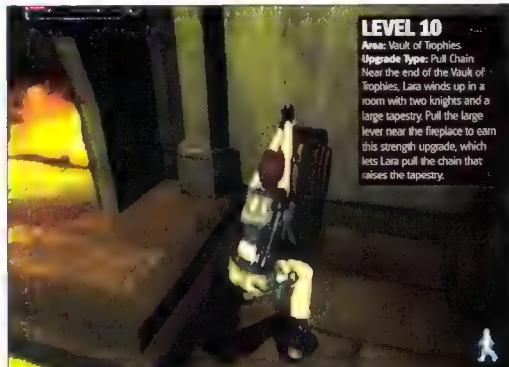


LEVEL 9

Area: Aquatic Research Area

Upgrade Type: Grip

By preparing a cauldron of raw chum for Leviathan, Lara works those biceps and earns an upgrade that lets her shimmy farther along ledges.



LEVEL 10

Area: Vault of Trophies

Upgrade Type: Pull Chain

Near the end of the Vault of Trophies, Lara winds up in a room with two knights and a large tapestry. Pull the large lever near the fireplace to earn this strength upgrade, which lets Lara pull the chain that raises the tapestry.

600,000

The Number of Trophy & Game Points
Achieved by PlayStation 3 Owners

CHEATCODES
Chief John Davidson
—
“I’m not leaving. Hell Raiser: The Angel of Darkness”

Building Up Lara's Lower Body



LOWER BODY LEVEL 2

Area: Industrial rooftops

Upgrade Type: Jump

Pushing a large crate with a generator inside it allows Lara to leap farther

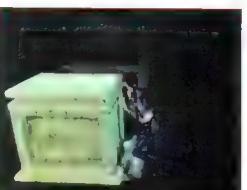


LOWER BODY LEVEL 2

Area: Parisian Ghettos

Upgrade Type: Jump [two alternates]

You can increase Lara's leg strength by pushing a crate in Le Serpent Rouge or by pushing the catwalk bridge in Le Serpent Rouge, her leg strength increases



LOWER BODY LEVEL 3

Area: Parisian Ghettos

Upgrade Type: Kick Door/Wall

When Lara kicks the catwalk bridge in Le Serpent Rouge, her leg strength increases



LEVEL 4

Area: Louvre Galleries

Upgrade Type: Push Object

Lara pumps up her arm strength by pushing a small display case near the Mona Lisa. This gives her the strength to move a larger case in the same gallery.



LOWER BODY LEVEL 5

Area: Tomb of Ancients

Upgrade Type: Kick Door/Wall

A swift kick to a door below the main chamber allows access to the Hall of Seasons



My footspeed has increased. Hold down the sprint button to run faster.

LOWER BODY LEVEL 6

Area: Galleries Under Siege

Upgrade Type: Dash Enable

Locating the respirator allows Lara the luxury of sprinting



LOWER BODY LEVEL 7

Area: Von Croy's Apartment

Upgrade Type: Kick Door/Wall

A swift kick to a door behind the spiral stairs allows access upstairs and through a fire door

LOWER BODY LEVEL 8

Area: Strahov Fortress

Upgrade Type: Push Object

After rearranging the stacked crates so the highest one is next to the saw room's fence, Lara becomes strong enough to push two stacked crates at once

LOWER BODY LEVEL 9

Area: Bio-Research Facility

Upgrade Type: Jump

A leap across a large gap in the largest greenhouse area allows Lara to make even longer jumps

LOWER BODY LEVEL 10

Area: The Lost Domain

Upgrade Type: Jump

A series of precise and strenuous jumps in an initial tunnel enables Lara to sprint and jump thus allowing her to exit the middle chamber

NCAA FOOTBALL 2004

Turning your school's chumps into champs in just a few hours

It's a harsh but unavoidable reality of college football: With more than 100 teams in the game, only a handful stand a legitimate shot at going all the way. And wouldn't you know it? Your alma mater will be lucky to hit the .500 mark. Sure, it's your dream to take the play of your Northern Arizona Lumberjacks or Western Illinois Leathernecks to the level of an Ohio State or a Miami, but you just don't see that happening.

Well, we do. It may take some patience, but by following one of the following two paths, you'll find your school competing with the best of them every year in Dynasty mode.

The Hard, Honest Way

If you're patient (and really good!), you can earn your school some legitimate prestige simply by winning every game you play. The only up we can give you here? Make things easier by playing on Junior Varsity. You'll still have a tough time, though.

The Easier, Not-So-Honest Way

In order to work your favorite team toward an honest chance at winning a national championship, it might take a few not-so-honest championship seasons to get you there. Using this method, we took Rice (one of those foolish schools that emphasizes "academics") from one-star pretenders to four-star contenders (out of six stars) in three seasons.

CREATE A PLAYMAKER OR TWO

If you're going to win enough to catch anyone's attention, you'll need someone to carry you to victory. This means creating at least one player before you start your Dynasty. For us, creating a QB with maxed-out stats was enough, as he found great pleasure in running 25 yards a pop after sending his receiver downfield. A maxed-out QB also makes a mean safety or kick returner. Having a maxed-out halfback will only help your cause.

KICK ASS FOR A FEW QUICK SEASONS

Sounds a bit tough given your roster, huh? Well, look at 2003, 2004, and maybe even the following year or two as not counting. Here's how to accomplish such a feat:

- **Play at Junior Varsity** difficulty. It's not imperative, but it helps. (Remember, these seasons don't count. I can play like a man at All-American when your team can compete!)
- **Give your schedule some validity.** A conference like the WAC isn't going to help your strength-of-schedule ranking. Try to configure it to include the likes of Miami, Tennessee, and Oklahoma.
- **Make every game an overtime game.** Unless you're ESPN's Mike Gottfried, you probably love college overtime. Did you realize there's an option to choose Overtime as your game's length as well? You can play a whole season in about an hour.
- **Make sure you win.** It looks like you've lost if the Start button is followed by the Alt button on top. Try again. Cheap, but effective.

RECRUIT WISELY

When your team is in need of recruits, make sure they're not already recruited elsewhere. This is true for B+, going through your rosters until it's filled, it becomes easier to recruit good players. And as a general thought, try to keep in mind who's been recruited in the seasons previous to yours. On the sidebar, we've included a list of

TIME TO PLAY FOR REAL!

Once you've had two or three undefeated seasons, you'll likely have an over-the-top rating in mind. You're definitely ready to add your school to legitimate greatness. You might even get invited to a more prestigious conference. Presto! Your school is now a Division I-A school, by virtue of its record.

CARSON PALMER

Cover boy 2004
Schools like USC won't need this guide quite as much as a Kent State or University of Alabama Birmingham.

IT'S ALL ABOUT RESPECT

Earn prestige as you win championships

What you see below is the pre-season bowls for seasons one, two, and four of our Rice experiment. Notice the gradual upgrades in Team Prestige and graded ratings. Keep in mind that national championships were won after seasons one and three, too. (No. 26?)

4 RED BLK PRESEASON 1 17				
NAME	SCHOOL	OVERALL	OFFENSE	DEFENSE
▲ 84	NEW MEXICO STATE	C	C+	C
85	UNLV	B-	B-	B-
86	Rice	C-	C-	D+
87	WESTERN MICHIGAN	C	C+	C+

4 RED BLK PRESEASON 1 17				
NAME	SCHOOL	OVERALL	OFFENSE	DEFENSE
▲ 24	PURDUE	B	B	B-
25	PITTSBURGH	B	B	A-
26	Rice	C+	B-	C+
27	OREGON	B	B+	A-

4 RED BLK PRESEASON 1 17				
NAME	SCHOOL	OVERALL	OFFENSE	DEFENSE
1	NEAL	A+	A	A
2	MISSISSIPPI	A-	B+	A-
3	OKLAHOMA	A	A-	A-
4	RICE	B	B	B



Play well, upgrade your conference! (Poor Kansas.)



When you can do this, you've definitely got a contender!

RECRUIT THE WINNERS

Win a new championship, get six blue chips.

HEAD COACH	QB	RB	TE	WR	DL	LB	CB	S	P
RICHARDSON	#12	#1	#1	#1	#1	#1	#1	#1	#1
MATHIAS	#1	#1	#1	#1	#1	#1	#1	#1	#1

Winning streaks continue, selected for every team in the league.

Commitment leads your team to unprecedented success.

Win five times of QB 90.

GAME	PUBLISHER	SCORE	ISSUE
Giant's Citizen Kabuto	Inereplay	★★★★★	51
Gitaroo-Man	Koei	★★★★★	53
Godai Elemental Force	3DO	★★	54
Gradus III and IV	Konami	★★★★	39
Gran Turismo 3: A-Spec	Sony CEA	★★★★★	65
Grand Prix Challenge	Atari	★★★★★	68
Grand Theft Auto: Vice City	Rockstar	★★★★★	63
Grand Theft Auto III	Rockstar	★★★★★	52
Grandia II	Ubi Soft	★★★★★	53
Grandia Xtreme	Enix	★★★★★	62
Gravity Games Bike Street, Vert, Dirt	Midway	★★	61
GTC Africa	Majesco	★★★★	58
Gulty Gear X	Majesco/Sammy	★★★★★	51
Gulty Gear X2	Sammy	★★★★★	66
Gungrave	Sega	★★★★★	61
Gungnir/Bronze	Working Designs	★★★★★	39
Halo: Combat Evolved	Sierra	★★★★★	51
Harry Potter and the Chamber of Secrets	EA Games	★★★★★	64
Harvest Moon: Save the Homeland	Natsume	★★★★★	51
Haven: Call of the King	Midway	★★★★★	64
HeadHunter	Acclaim	★★★	57
Herdy Gurdy	Eidos	★★★★★	56
Heroes of Might and Magic	3DO	★★★★★	46
Hidden Invasion	Conspiracy	★★★★	60
High Heat MLB 2002	3DO	★★★★★	64
High Heat MLB 2003	3DO	★★★★★	55
High Heat MLB 2004	3DO	★★★★★	67
Hitman 2: Silent Assassin	Eidos	★★★★★	63
Hot Shots Golf 3	Sony CEA	★★★★★	55
Hot Wheels: Velocity X	THQ	★★★★★	64
The Hulk	Vivendi Universal	★★★★★	70
Here's how to help Bruce Banner avoid getting angry	HILTHOUSE		
Double Hulk HP	HILTHOUSE		
Half Enemies' HP	HILTHOUSE		
Ragtagor	FLSHWND		
Invincibility	GMNSKIN		
Unlimited Continues	GRCHCTR		
Level Select	TRUBLVR		
Hypersonic Xtreme	Majesco	★★★★	67
Ico	Sony CEA	★★★★★	52
Indiana Jones and the Emperor's Tomb	LucasArts	★★★★★	71
Indy Car Series	Codemasters	★★★★	71
Island Extreme Stunts	EA Games	★★★★★	65
Jade Cozoon 2	Ubi Soft	★★★★★	53
Jak and Daxter: The Precursor Legacy	Sony CEA	★★★★★	52
James Bond 007 Agent Under Fire	EA Games	★★★★★	52
James Bond 007 Nightfire	Activision	★★★★★	64
James Cameron's Dark Angel	Sierra	★★	65
Jeremy McGrath Supercross World	Acclaim	★★	53
Jet X20	Sony CEA	★★	60
Jonny Moseley Mad Trax	3DO	★★	54
The Jungle Book: Rhythm 'n' Groove	Ubi Soft	★★★★	69
Jurassic Park: Operation Genesis	Universal	★★★★★	68
K-1 World Grand Prix	Konami	★★	71
Kelly Slater's Pro Surfer	Activision	★★★★	61
Kengo Master of Bushido	Crave	★★★★	42
Kessen	EA Games	★★★★	39
Kessen II	Koei	★★★★	51
Kinecta	Sony CEA	★★★★★	50
The King of Route 66	Sega	★★★★	67
King's Field: The Ancient City	Agtec	★★★★	55
Kingdom Hearts	Square EA	★★★★★	61
Klonos 2: Lunatoche's Veil	Namco	★★★★★	47
Knockout Kings 2001	EA Sports	★★★★★	42
Knockout Kings 2002	EA Sports	★★★★★	55
Le Mans 24 Hours	Infogrames	★★★★	48
Legends 2: Dual Saga	Fresh Games	★★★★	63
The Legend of Alon D'ar	Ubi Soft	★★	54
Legends of Wrestling	Acclaim	★★★★	53
Legends of Wrestling II	Acclaim	★★★★	65
Legion: The Legend of Excalibur	Midway	★★★★	59
Lego Racers 2	Lego Media	★★★★	51
Lethal Sues	Sammy	★★★★	58
The Lord of the Rings: Fellowship of the Ring	Black Label	★★★★	63

GAME	PUBLISHER	SCORE	ISSUE
The Lord of the Rings: The Two Towers	EA Games	★★★★★	63
Mac Griffin: Bounty Hunter	Vivendi Universal	★★★★★	71
Mad Maestro'	Edios Fresh	★★★★	56
Madden NFL 2001	EA Sports	★★★★★	38
Madden NFL 2002	EA Sports	★★★★★	48
Madden NFL 2003	EA Sports	★★★★★	60
Magi: Pengel The Quest for Color	Ageless	★★★★★	69
The Mark of Kn	Sony CEA	★★★★★	59
Marvel vs. Capcom 2	Capcom	★★★★★	61
Matt Hoffman's Pro BMX 2	Activision	★★★★★	60
Max Payne	Rockstar	★★★★★	61
Mazeo: Ghosts to Glory	Capcom	★★★★★	54
MDK 2: Armageddon	Interplay	★★★★★	55
Medal of Honor: Frontline	EA Games	★★★★★	5
Men in Black II: Alien Escape	Infogrames	★★★★	60
Metal Gear Solid 2: Substance	Konami	★★★★★	51
Metro Gear Solid 2: Substance	Konami	★★★★★	67
Midnight Club 2	Rockstar	★★★★★	47
Midnight Club 3	Rockstar	★★★★★	47
TOO FAST? TOO FURIOUS? What to do if you're a hopeless slowpoke? Try these codes! Go to the Cheats menu from the Options menu, then input these exactly as they appear below!			
All Locations and Cars	nmbuk		
Guns and Rockets	savethekids		
(Fire with L3 and R3 in Arcade mode)			
Unlimited Nitro Boosts	greenLantern		
Invulnerable	gladiator		
Mike Tyson Heavyweight Boxing	Codemasters	58	
Minority Report	Activision	★★★★	65
Mister Mosquito	Eidos/Fresh	★★★★	56
MLB 2004	Sony CEA	★★★★	67
MLB Slugfest 20-03	Midway	★★★★	59
MLB Slugfest 20-04	Midway	★★★★	67
Mobile Light Force 2	XOS Games	★★★★	69
Mobile Sun Gundam: Federation vs. Zeon	Bandai	★★★★	61
Mobile Sun Gundam: Journey to Labrys	Bandai	★★	48
Mobile Sun Gundam: Zeonic Front	Bandai	★★★★	61
Monopoly Party	Infogrames	★★★★	65
Monster Rancher 3	Tecmo	★★★★	50
Monsters, Inc.	Sony CEA	★★★★	55
Mortal Kombat: Deadly Alliance	Midway	★★★★	64
MotoGP	Namco	★★★★	39
MotoGP2	Namco	★★★★★	53
MotoGP3	Namco	★★★★★	67
Motor Mayhem	Infogrames	★★★★	47
Monster Rancher 3	Tecmo	★★★★	50
Mortal Kombat: Deadly Alliance	Midway	★★★★	64
MotoGP	Namco	★★★★	39
MotoGP2	Namco	★★★★★	53
MotoGP3	Namco	★★★★★	67
Monopoly Party	Infogrames	★★★★	47
Monster Rancher 3	Tecmo	★★★★	50
Mortal Kombat: Deadly Alliance	Midway	★★★★	64
MotoGP	Namco	★★★★	39
MotoGP2	Namco	★★★★★	53
MotoGP3	Namco	★★★★★	67
Monopoly Party	Infogrames	★★★★	47
NPV Baseball 2003	EA Sports	★★★★★	67
HOMER ODYSSEY: Create a powerhouse from scratch. Enter "Enk Kiss" as your player name and he'll hit a home every time.			
OH SNAP! For something a little flashy, create a player named Keegan Petersen, Jacob Petersen, or Zippy Petersen. These gents will break a bat nearly every time they hit the ball.			
PK 2002	Infogrames	★★★★	47
PK 2003	Infogrames	★★★★	59
PK 2004	Infogrames	★★★★	59
PK 2005	Infogrames	★★★★	67
PK 2006	Infogrames	★★★★	63
PK 2007	Koei	★★★★	71
PK 2008	Namco	★★★★	53
PK 2009	Namco	★★★★	53
PK 2010	Namco	★★★★	61
PK 2011	Namco	★★★★	61
PK 2012	Namco	★★★★	61
PK 2013	Namco	★★★★	61
PK 2014	Namco	★★★★	61
PK 2015	Namco	★★★★	61
PK 2016	Namco	★★★★	61
PK 2017	Namco	★★★★	61
PK 2018	Namco	★★★★	61
PK 2019	Namco	★★★★	61
PK 2020	Namco	★★★★	61
PK 2021	Namco	★★★★	61
PK 2022	Namco	★★★★	61
PK 2023	Namco	★★★★	61
PK 2024	Namco	★★★★	61
PK 2025	Namco	★★★★	61
PK 2026	Namco	★★★★	61
PK 2027	Namco	★★★★	61
PK 2028	Namco	★★★★	61
PK 2029	Namco	★★★★	61
PK 2030	Namco	★★★★	61
PK 2031	Namco	★★★★	61
PK 2032	Namco	★★★★	61
PK 2033	Namco	★★★★	61
PK 2034	Namco	★★★★	61
PK 2035	Namco	★★★★	61
PK 2036	Namco	★★★★	61
PK 2037	Namco	★★★★	61
PK 2038	Namco	★★★★	61
PK 2039	Namco	★★★★	61
PK 2040	Namco	★★★★	61
PK 2041	Namco	★★★★	61
PK 2042	Namco	★★★★	61
PK 2043	Namco	★★★★	61
PK 2044	Namco	★★★★	61
PK 2045	Namco	★★★★	61
PK 2046	Namco	★★★★	61
PK 2047	Namco	★★★★	61
PK 2048	Namco	★★★★	61
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PK 2062	Namco	★★★★	61
PK 2063	Namco	★★★★	61
PK 2064	Namco	★★★★	61
PK 2065	Namco	★★★★	61
PK 2066	Namco	★★★★	61
PK 2067	Namco	★★★★	61
PK 2068	Namco	★★★★	61
PK 2069	Namco	★★★★	61
PK 2070	Namco	★★★★	61
PK 2071	Namco	★★★★	61
PK 2072	Namco	★★★★	61
PK 2073	Namco	★★★★	61
PK 2074	Namco	★★★★	61
PK 2075	Namco	★★★★	61
PK 2076	Namco	★★★★	61
PK 2077	Namco	★★★★	61
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PK 2080	Namco	★★★★	61
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PK 2091	Namco	★★★★	61
PK 2092	Namco	★★★★	61
PK 2093	Namco	★★★★	61
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PK 2095	Namco	★★★★	61
PK 2096	Namco	★★★★	61
PK 2097	Namco	★★★★	61
PK 2098	Namco	★★★★	61
PK 2099	Namco	★★★★	61
PK 2100	Namco	★★★★	61
PK 2101	Namco	★★★★	61
PK 2102	Namco	★★★★	61
PK 2103	Namco	★★★★	61
PK 2104	Namco	★★★★	61
PK 2105	Namco	★★★★	61
PK 2106	Namco	★★★★	61
PK 2107	Namco	★★★★	61
PK 2108	Namco	★★★★	61
PK 2109	Namco	★★★★	61
PK 2110	Namco	★★★★	61
PK 2111	Namco	★★★★	61
PK 2112	Namco	★★★★	61
PK 2113	Namco	★★★★	61
PK 2114	Namco	★★★★	61
PK 2115	Namco	★★★★	61
PK 2116	Namco	★★★★	61
PK 2117	Namco	★★★★	61
PK 2118	Namco	★★★★	61
PK 2119	Namco	★★★★	61
PK 2120	Namco	★★★★	61
PK 2121	Namco	★★★★	61
PK 2122	Namco	★★★★	61
PK 2123	Namco	★★★★	61
PK 2124	Namco	★★★★	61
PK 2125	Namco	★★★★	61
PK 2126	Namco	★★★★	61
PK 2127	Namco	★★★★	61
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PK 2131	Namco	★★★★	61
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PK 2135	Namco	★★★★	61
PK 2136	Namco	★★★★	61
PK 2137	Namco	★★★★	61
PK 2138	Namco	★★★★	61
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PK 2149	Namco	★★★★	61
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PK 2168	Namco	★★★★	61
PK 2169	Namco	★★★★	61
PK 2170	Namco	★★★★	61
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PK 2172	Namco	★★★★	61
PK 2173	Namco	★★★★	61
PK 2174	Namco	★★★★	61
PK 2175	Namco	★★★★	61
PK 2176	Namco	★★★★	61
PK 2177	Namco	★★★★	61
PK 2178	Namco	★★★★	61
PK 2179	Namco	★★★★	61
PK 2180	Namco	★★★★	61
PK 2181	Namco	★★★★	61
PK 2182	Namco	★★★★	61
PK 2183	Namco	★★★★	61
PK 2184	Namco	★★★★	61
PK 2185	Namco	★★★★	61
PK 2186	Namco	★★★★	61
PK 2187	Namco	★★★★	61
PK 2188	Namco	★★★★	61
PK 2189	Namco	★★★★	61
PK 2190	Namco	★★★★	61
PK 2191	Namco	★★★★	61



REPLAY

You don't spell it like that really.

www.soulcalibur.com

For all your *Soul Calibur* needs
Character bios, background, the works.

CASSANDRA

She rocks, hard

Nightmare might have that huge sword, but Cassandra is a spectacular fighter. Start wailing on some of her fancier moves and she can run rings around anyone.

SOUL CALIBUR II

5 Tips to raise your fighting calibur

So you're gonna play the game but you don't know what the heck to do? Well, here's a few tips to help you get started. These aren't necessarily "Secrets" or "Tricks" but they are definitely "Secrets" to increase your game knowledge. So if you're new to Soul Calibur II, here's a few tips to help you improve your chances at survival, regardless of which character you use.

No Circular

Yeah, it sounds like some kind of gastronomical trapeze trick, but it's actually a vital game mechanic in SC2, especially if you get ringed-out a lot. The big secret is this: you can control your character when it's in the air, and doing so is vital when you're trying to avoid falling out of the ring after a throw, or getting out of the way of some character's vicious follow-up.



Wall the Wall

You know how most arenas in SC2 have walls in them? They're not there by accident, and they certainly aren't decorations. They're actually there so you can beat the crap out of your enemies against them. And guess what? They actually do damage. The trick is to get your opponent close to a wall, beat them to within an inch of their life with your favorite combo, and watch the extra damage stack. It's embarrassing for them, effective for you, and, as one would imagine, fun for the wall.



Guard Impact

If you're a fan of the "Guard Impact" move, you'll want to make sure that you know the floor with them for at least as long as it takes for them to learn to do this maneuver. It's a pain to be pinned in one spot for too long, plus it's plenty of fun to do it to other people. Guard Impact allows you to do a little bit more than just a simple attack, and instead, when performing this attack, you'll have to do a quick attack for it to work. If you're not sure about this move, try holding down the GUARD button if it's a high attack or BACK if it's a low attack. Note that both of these will work for mid-range attacks.



Use the Guard Impact if you want to play like a pro

WHO WAS CASSANDRA? Cassandra (also called Alexandra) is the Trojan seeress who was pretty heavy with the prophecies (thanks to some input from Apollo), but no-one ever believed her. Most famous prophecy? She knew about the Trojan Horse thing before it happened. True story.



Soul Calibur 2

SC2 sure as hell ain't a 2D fighting

game, but it's still a fighting game. It's got all the elements you'd expect from a 2D fighter, like a variety of attack types, a wide range of moves, and a variety of characters to choose from. It's also got a lot of depth, with lots of different ways to play and lots of different ways to win. It's a great game, and it's definitely worth checking out if you're a fan of 2D fighters.

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MEET THE CONTESTANTS

Checked out the demo of Soul Calibur 2 on this month's demo disc? Not well what the heck are you waiting for! Here's an introduction to the two playable characters featured in the demo.



Cassandra

WHY CHOOSE HER?

Like Sophia in Soul Edge, Cassandra is very agile and can pull off some fantastic moves. Give her a try!

SOME BASIC MOVES

- Slide Flood
 - Reverse Mirage
 - Splash Bust
 - Holy Middle Kick
 - Angel Squash
 - Aeolus Turn
 - Seraphim Kicks
 - Catharsis Star
- TRY THESE COMBOS:**
1. ↗, ↘, ↙, ↖
 2. ↗, ↘, ↙, ↖
 3. ↗, ↘, ↙, ↖
 4. ↗, ↘, ↙, ↖

Nightmare

WHY CHOOSE HIM?

Simply put, Nightmare is powerhouse. His sword has a massive reach and his moves inflict tons of damage.

SOME BASIC MOVES

- Slash Cross
 - Double Grounder
 - Gauntlet Buster
 - Backspin Slash
 - Night Back Stance
 - Armor Pierce
 - Dark Bite
 - Rook Splitter
- TRY THESE COMBOS:**
1. ↗, ↘, ↙, ↖
 2. ↗, ↘, ↙, ↖
 3. ↗, ↘, ↙, ↖
 4. ↗, ↘, ↙, ↖



COME NEW FACES

It was worth the wait! Finally, the US version of the demo disc includes the new characters: Silent Hill 2's Pyramid Head and the mysterious Smuggler's Run's Runt Z. Hostile Territory. Both are excellent additions to the roster. Assassin, a human-looking ninja with a sword, and Sled Storm, a snowmobile-riding assassin, will come to the demo disc in the future.

NAME	PUBLISHER	SCORE	COMB
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Red Faction II	THQ	66	63
Reign of Fire	Bam	66	63
Resident Evil: Code Veronica X	Capcom	66	66
Resident Evil: Dead Aim	Capcom	66	70

Like most Resident Evil games, Dead Aim doesn't have cheats, per se. But here's what you get after beating the game with a high score:

MODE	RATING	DESCRIPTION
Easy	R	All weapons and chargers
Easy	S	All weapons except charged particle rifle
Normal	A	All weapons except charged particle rifle
Normal	S	All weapons except charged particle rifle with unlimited ammunition
Extreme	A	All weapons except charged particle rifle with unlimited ammunition
Extreme	S	All weapons with unlimited ammunition

Plus, you'll get the option to play as Fang Ling from the beginning once you've beaten the game twice.

Return to Castle Wolfenstein (98) Activision ******** 73
Sorry, Activision won't let you open up the original Wolfenstein (92) after creating the game like with the Xbox version. Doh! So I'll just play the game with the Xbox version. Doh! So I'll just play the game with the Xbox version. Doh! So I'll just play the game with the Xbox version.

Rez	Sega	66	53
Ridge Racer V	Namco	66	58
Riding Spirits	Bam	66	61
Ring of Red	Konami	66	43
RLH Run Like Hell	Interplay	66	61
Road Trip	Conspiracy	66	61
Rocky	Ubi Soft	66	64
Robot Alchemic Drive	Eidos	66	63
Robotex Battillery	TDK	66	62
Romance of the Three Kingdoms VII	Koei	66	60
RTX Red Rock	LucasArts	66	71
Rugby	EA Sports	66	48
Rumble Racing	EA Games	66	45
Rune Viking Warlord	Take 2	66	64
Rygar: The Legendary Adventure	Tecmo	66	64
Salt Lake 2002	Eidos	66	55
Savage Skies	Bam	66	56
Scooby-Doo: Night of 100 Frights	THQ	66	58
Thrill Scraper King: Blood of the Alakazans	Universal	66	62
Seek and Destroy	Conspiracy	66	66
Sega Bass Fishing Duel	Sega	66	62
Sega Soccer Slam	Sega Sports	66	62
Sega Sports Tennis	Sega Sports	66	60
Shadow Hearts	Midway	66	52
Shadow of Destiny	Konami	66	43
Shadow Man: Second Coming	Acclaim	66	57
Shaun Palmer's Pro Snowboarder	Activation	66	52
Shifters	3DO	66	58
Shinobi	Sega	66	63
Show	EA Sports Big	66	63
Shock Super Party	TDK Mediative	66	64

Silent Hill 2	Konami	66	57
Silent Hill 3	Konami	66	71
Silent Line: Armored Core	Agetec	66	70
Silent Scope	Konami	66	39
Silent Scope 2	Konami	66	49
Silent Scope 3	Konami	66	62
Silphied: The Lost Planet	Working Designs	66	40

The Simpsons: Road Rage	EA Games	66	55
The Simpsons Skateboarding	EA Games	66	64
The Sims	EA Games	66	65
Sky Gunner	Adius	66	58
Sky Odyssey	Activation	66	40

Sled Storm	EA Big Picture	66	55
Sly Cooper and the Thievius Raccoonus	Sony CE	66	55
Smash Cars	Meuro2D	66	71
Smash Court Tennis Pro Tournament	Namco	66	66
Smuggler's Run	Rockstar	66	38

SOCOM: U.S. Navy SEALs	Sony CE	66	69
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SILENT HILL 3

All five bosses, all five puzzles (in Regular difficulty, anyway)

Bosses

SPLITWORM

Location: Alternate Shopping Mall

In Regular difficulty, this beastie isn't tough at all. The worst part is guessing which of the six tunnels he's going to pop out of, so keep moving around and tapping R2—that way, you'll lock on to him as soon as he shows his phatric mug. Once you've got his location, the rest is easy: Stay out of his reach until he opens up his shell, then pop three slugs into him. It shouldn't take more than a clip or two to give this guy a really bad day. Don't feel bad for him, though; since it's the last day of his life, things can't possibly get any worse.



MISSIONARY

Location: Apartment Building

This guy is definitely tougher than ol' Splitsville, but there's not much more technique. The trick is to get him to rush at you, but not be there when he arrives—just move off to the side. He'll lash out and leave you a great opening. This is a perfect opportunity to use the Shotgun [remember, the closer you are to your target with this weapon, the greater the damage]. He has two different attacks: One is a slow lunge, the other is a quick slash that cannot be blocked.



LEONARD

Location: Alternate Hospital

Leonard: pure textbook paranoid, schizoid, psychopath, with a hell of a reach. And on top of it all, he can scuttle around like an undersea cockroach, making it tough to keep a bead on him. Your best bet is to hold down R2 and L2, which will keep Heather turned toward him as long as he's in range. When he surfaces, try not to be right in front of him, or he'll thwack you with his grotesque arms. Keep laying into him from the moment he breaks the surface and you'll keep him so busy he won't have a chance to swing.



ALESSA

Location: Amusement Park

Alessa has four different forms, but you really need only two tactics for her. In the first and third forms [when she's carrying the Knife and the Pipe, respectively], keep your distance and use your Pistol. In the second and fourth forms [Pistol and Submachine Gun], get in close and use the Katana. Be careful, though: She's pretty good at blocking direct attacks, so you'll be much more likely to land a blow on her if you block one of her attacks first. Hope you have some Health Drinks handy.



THE GOD

Location: The Church

The God starts off standing; you can back off and wait and she will eventually lie down, or you can shoot her in the face twice with your Pistol and bring her down quickly. Once she's down, any close-up attack will earn a bone-jarring smack. So, if you have lots of ammo but little health, stay outside the semicircle on the floor and fire away. If you have lots of health but little ammo, use your Katana or Maw to get close and take the hits. If you have no health and no ammo, well, you're screwed.



Puzzles

SHAKESPEARE

Location: Bookstore

You've no doubt figured out that you need to pick up all the books and place them on the shelf in an order that allows you to read the numbers on their spines. However, it's very easy to miss the fact that there are four numbers—one often falls into the cracks between two books. The numbers change randomly with each new game, so we can't tell you exactly what they'll be. Just keep shifting those books around until you see four numbers evenly spaced across the book spines.



ALGEBRA-TASTIC!

Location: Brookhaven Hospital, Second Floor

Try to figure this one out in your head and you'll go insane. Instead, let's examine what we know in algebraic terms: We've got four digits (a , b , c , and d). The second is twice the third ($b = 2d$). The fourth is half the first ($a = 2d$). So now our four digits are $2d$, $2c$, c , and d . We also know that c is less than d [which means $2c$ is less than $2d$] and that three of the numbers have values greater than three. And since the first two digits have to be even numbers more than four and less than nine, there's only one possible solution: 8634 .



BRIEFCASE

Location: Brookhaven Hospital

This one shouldn't be as hard as it is—just enter the time from the clock into the briefcase lock—but there's this one little wrinkle that some people overlook. Let's say the clock reads 10:58. You enter 1058 into the combination lock, and... nothing. But remember that there are 24 hours in the day...and 10:58 PM is known, in some countries, as 22:58. Inside the briefcase, you'll get a Polaroid camera—take that down into the basement to photograph the back of the bloody shelf and you'll get the code for the third floor.



CREMATORIUM

Location: Alternate Hospital, Sub-Sub-Basement

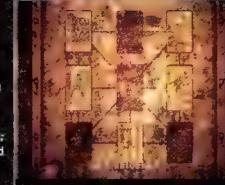
All those numbers! If you knew the right order to put them in, you'd be able to retrieve the Cremated Key. Luckily, there's a diagram right in front of your nose, on the door of the crematorium. It shows a series of four Roman numerals in positions that change randomly with each new game. Position I is the first number to enter into the lock, position II is the second, and so on. Just use the diagram as a map of the room; the numbers to the lock are written in blood at the feet of the tables.



TAROT CARDS

Location: Alessa's Bedroom

Luckily, this one doesn't change from game to game. The riddle in the sketchbook can be a bit ambiguous due to the fact that both The Moon and The Eye of Night can be associated with "the night sky," so here are the proper positions for the five cards: The Hanged Man—bottom center; The High Priestess—middle left; The Eye of Night—upper left; The Fool—middle right; The Moon—upper right. Oh, and in case you get stuck in the church shortly after this point...use the pendant.





	POLYGRAPH	ALICE	FIVE
Soldier of Fortune	Majesco ★★★★	52	
Soul Reaver 2	Eidos ★★★	52	
Space Race	Infogrames ★★★	59	
Speed Kings	Activision ★★★★	70	
Spider-Man	Activision ★★★★★	57	
Splashdown	Infogrames ★★★★	52	
9 Splinter Cell	Sony CEA ★★★★★	68	

Go anywhere do anything - why not? You're a splinter cell, after all! Use these keyboard codes if you get into a jam:

	MISSION	LOCATION	CODE
1 TRAINING		Repaired Door	28469
2 POLICE STATION		Balcony Door	09177
3 CIA HQ		Technical Services Room	7687
		Generator Backup Room	110598
		Storage Room	297
		Main Server Room	2019
		Weapons Testing Department	110700
		West Entrance to Information Retrieval	0614
4 KALIMATIKER		Security Den	9751
		Archives Department	15175
		Hack Down the Third Floor	1250
5 NUCLEAR POWER PLANT		Cooling Rod Control Room	50407
		Door to Maintenance Shaft	15182
		Maintenance Shaft	795021
6 ABBROIOIR		Door to Ceiling	77025
7 CHINESE EMBASSY		Door to Hall	1473
		Door at Back of Warehouse	1456
		Door to Elevator	7921
		Door to General Reimings' Office	1836
8 PRESIDENTIAL PALACE		Gardens Gate	2176
		Door to Corridor	7021

Spy Hunter Midway ★★★★★ 50
Spyo: Enter the Draggly Vivendi Universal ★★★★★ 64

SONS OF BONY Midway ★★★★★ 58

Son Star Trek Voyager: Elite Force Majesco ★★★★ 53

Star Wars: Return of the Jedi LucasArts ★★★★ 64

Star Wars: The Clone Wars LucasArts ★★★ 65

Star Wars: Super Bombad Racing LucasArts ★★★ 45

Star Wars: Jedi Starfighter LucasArts ★★★★ 56

Star Wars: Racer Revenge LucasArts ★★★★★ 55

Star Wars: Starfighter LucasArts ★★★★★ 53

State of Emergency Rockstar ★★★★ 55

Stealth Experiment 626 Sony CEA ★★★★ 59

Street Fighter EX 3 Capcom ★★★★ 39

Street Hoops Activision ★★★★ 60

Stretch Panic Conspiracy ★★★★ 47

Stunman Infogrames/Marvel ★★★★ 59

Sub Rebellion Metro 2D ★★★★★ 62

Sukodan III Konami ★★★★ 63

Summoner THQ ★★★★ 52

Summoner 2 THQ ★★★★ 62

Sunny Garcia Surfing Ubi Soft ★★★★ 51

Super Bus A-Move Activision ★★★★ 41

Super Bus A-Move 2 Ubi Soft ★★★★ 63

Supercar Street Challenge Activision ★★★★ 52

Superman: Shadow of Apokolips Atari ★★★★ 63

Surfing H30 Rockstar ★★★★ 40

Swing Away Golf EA Games ★★★★ 38

Tarzan Untamed Ubi Soft ★★★★ 60

Taz Wanted Infogrames ★★★★ 60

Tekken 4 Namco ★★★★★ 61

Yellow Dog Tournament Namco ★★★★★ 29

Tenchi: Wrath of Heaven Activision ★★★★ 67

The Terminator: Dawn of Fate Atari ★★★★ 69

Test Drive Infogrames ★★★★ 58

Test Drive Off-Road: Wide Open Infogrames ★★★★ 48

Tetris Worlds THQ ★★★ 57

Theme Park Roller Coaster EA Games ★★★★★ 41

The Thing Universal ★★★★ 62

Thunderstrike: Operation Phoenix Eidos ★★★ 52

Tiger Woods PGA Tour 2001 EA Sports ★★★★★ 44

Tiger Woods PGA Tour 2002 EA Sports ★★★★★ 55

Tiger Woods PGA Tour 2003 EA Sports ★★★★★ 63

Titanic: The Adventure Activision ★★★★★ 51

Time Crisis 2 Namco ★★★★★ 49

TimeSplitters Edios ★★★★★ 39

TimeSplitters 2 Edios ★★★★★ 61

Tokyo Xtreme Racer Zero Crave ★★★★ 45

Tom Clancy's Ghost Recon Ubi Soft ★★★★ 65

Tomb Raider: The Angel of Darkness Eidos ★★★ 72

There Are a Few Undocumented Lara Moves to prolong the agony

THONDEA While hanging from a ledge hold L1 and press □

THONDEA While standing hold L1, press □ and tap △

THONDEA With your back to a ledge hold L1 and press ▲

THONDEA While standing hold L1, press □ and tap ▲

THONDEA While standing hold L1 and press ▲

ESSENTIAL WAR GAMES

Like the look of Rising Sun? Here are more games to get your adrenaline pumping

Army Men RTS

★★★★★ MSRP: \$19.99

Without a shadow of doubt, the finest of all the *Army Men* games, *RTS* (for real-time strategy), has more in common with the superior PC games [also real-time strategy games] than it does with the poor-quality 3D action games that previously sullied PS1 and PS2. The simple control scheme and effective campaign structure make the game [developed by Pandemic, which is now building the awesome *Full Spectrum Warrior* on Xbox for THQ] an unusual break from the norm on PS2. It's still one of the best games of its genre, which isn't something we say about an Army Men product too often!

QUICK TIP To give yourself supersoldiers, hold R2 and press □ twice, △, ▲, △, and then □ while playing the game



Ace Combat 04: Shattered Skies

★★★★★ MSRP: \$19.99

Possibly the best flight-combat game on PS2, although that's not saying much given that the genre is hardly overrepresented. Namco's game is fast-paced, gorgeous, and woven together with a loose story that at least puts your dogfighting and bombing into some kind of context. With 18 missions and loads of planes to work with, you certainly get your money's worth. And it's cheap, too!

QUICK TIP The game is actually fairly light on cheats, but if you successfully beat all 18 missions and then save the game, you'll unlock a bunch of new modes, including Special Continue, which allows you to replay the game with new fighters and weapons, as well as all your cash



Dynasty Warriors 4

★★★★★ MSRP: \$49.99

The ultimate melee combat system gets refined to its ultimate form in the latest version of Koei's fighter. Hack and slash your way through 100 years of conflict in China leading up to the reunification of the country under the Jin dynasty. As in previous *Dynasty Warriors* titles, there are actually lots of tactical elements to the game, so it's not just crushing people very hard with the business end of a big pointy stick. Our man Chris Baker loves these things and assures us that if you like the idea of wars and feuds in ancient China, you'll love this stuff.



QUICK TIP To quickly get up after being knocked down or knocked off a horse, press L1 to flip up and get ready to attack or guard. This also works well when fighting in duels.

SOCOM: U.S. Navy SEALs

★★★★★ MSRP: \$59.99

SOCOM, one of the best squad-based combat games ever made, is the best reason to get online with your PS2. Sure, the single-player game is good and has the fancy voice-recognition gimmick, but the real deal is playing in a 16-player game online, barking instructions into a microphone and generally being a badass. We love this game, and even though the sequels coming, you should indulge now.

QUICK TIP Beat the single-player game on Ensign difficulty to unlock the terrorist weapons in the armory. Beat the game on Lieutenant difficulty to unlock the MGL [Multiple Grenade Launcher]



War of the Monsters

★★★★★ MSRP: \$39.99

Humorous monsters beating the crap out of each other with buildings. What could be better? Perhaps the same monsters beating seven shades of crap out of each other with traffic? Or aircraft? Or other monsters? *War of the Monsters* is best enjoyed as a two-player game, and you can make the huge battles last for hours if you're a competent player. This was something of a cult hit, but believe us, it's one of the best



QUICK TIP Use a memory card with a saved file from *Twisted Metal Black* with Minion unlocked. If done correctly, you'll be told that Mecha Sweet Tooth is unlocked. Select Agamotto and choose costume No. 4

Medal of Honor: Frontline

★★★★★ MSRP: \$49.99

Arguably PS2's best first-person shooter and the prequel to this month's big cover game, *Frontline* features a fantastic story, gorgeous visuals, and some of the best sounds you'll ever hear in a videogame. It's definitely something you want to crank through a good, loud surround system if you can. For many, the first 10 minutes alone are worth the 30 bucks. They're incredibly intense.

QUICK TIP Want to be invincible? Pause the game and press □, L1, △, R1, △, L2, Select, R2. If you entered the code correctly, the game will automatically resume and you will be a mean, green fighting machine. Well, maybe not green, but certainly very tough.



BUY IT!

One of the finest
Shop around and you'll
Find it cheap. Don't miss
out—it's a classic.

100,000,000

The number of PSIs in people's homes around the world

GAME	PUBLISHER	SCORE	RANK
Black Bass with Blue Marlin	Hot-B	***	29
Blade	Activation	*****	41
Blast Lacrosse	Acclaim	****	48
Blast Radius	Psygnosis	*****	19
Blaster Master: Blasting Again	Cave	****	38
Blasto	Sony CEA	*****	8
Blockkids	Natsume	*****	69
Bloody Roar	Sony CEA	*****	6
Bloody Roar 2	Sony CEA	*****	23
Blues Big Musical	THQ	*****	46
Board Game: Top Shop	AgeTech	*****	45
Bomberman Fantasy Race	Atlas	*****	39
Bomberman Party Edition	Virtua	*****	38
Bomberman World	Atlas	*****	13
The Bombing Islands	Kemco	*****	47
Boombots	SouthPeak	*****	27
Bottom of the 9th '97	Namco	*****	1
Bowling	AgeTech	****	43
Boxing	AgeTech	****	45
Bretz	Ubi Soft n/a	n/a	
Brave Fencer Musashi	Square EA	*****	15
Bravo Air Race	THQ	*****	1
Breakout	Hasbro	*****	39
Breath of Fire III	Capcom	*****	9
Breath of Fire IV	Capcom	*****	40
Briгадиране	Atlas	*****	15
Broken Sword	THQ	*****	5
Broken Sword II	Craw	*****	27
Brunswick Circuit Pro Bowling	THQ	*****	13
Brunswick Circuit Pro Bowling 2	THQ	*****	31
Bug Riders	Interactive	****	3
Bugs Bunny & Taz: Time Busters	Infogrames	*****	43
Bugs Bunny: Lost In Time	Infogrames	*****	23
Builder's Block	Jaleco	*****	35
Burstnick Wave Boarding!!	Natsume	*****	45
Bushido Blade 2	Square EA	*****	14
Bust A Groove	999 Studios	*****	16
Bust A Groove 2	Enix	*****	36
Bust-A-Move 4	Namco	*****	17
Bust-A-Move 99	Acclaim	****	19
Buzz Lightyear of Star Command	Activation	*****	39
C The Contra Adventure	Namco	*****	12
c12 Final Resistance	Sony CEA	*****	58
Cessar's Palace 2000	Interplay	****	41
Cesesar's Palace II	Interplay	****	15
Capcom vs. SNK Pro	Capcom	*****	60
Card Games	AgeTech	****	5
Cardinal SYN	Sony CEA	****	9
CART World Series	Sony CEA	*****	3
Casper: Friends Around the World	Sound Source	*****	41
Cavestavine: Symphony of the Night	Namco	*****	2
Cavestavine: Symphony of the Night	Konami	*****	2
Castrillo: Honda Superbike	Electronic Arts	*****	21
Centipede	Hasbro	*****	22
Championship Bass	EA Sports	*****	33
Championship Motocross 2001: Feat. Ricky Carmichael	THQ	*****	41
Championship Motocross 2001: Feat. Ricky Carmichael	THQ	*****	25
Chessmaster II	Mindscape	*****	41
Chicken Run	Eidos	*****	41
Cheoco Racing	Square EA	*****	29
Cheoco's Dungeon 2	Square EA	*****	29
Chrono Cross	Square EA	*****	36
Circuit Breakers	Mindscape	*****	12
Civilization II	Activation	*****	18
Cleopatra's Fortune	Mud Duck	*****	71
Clock Tower	Asura	*****	2
Clock Tower II: The Struggle Within	AgeTech	****	28
Colin McRae: Rally	Sony CEA	*****	30
Colony Wars	Psygnosis	*****	31
Colony Wars: Vengeance	Psygnosis	*****	14
Command & Conquer: Red Alert	Virgin	*****	4

REPLAY FORUM

SCORE

200+ ROUND GAME

1. Rest a game.
2. Put only one map.
3. In the map list.

Let everyone on both teams to select Ready (except you).

4. Hit Eject on your PS2.

5. Immediately go into the Armory.

6. Push the Eject button again to put the disc back in.

7. Click the Return to Lobby button.

8. Wait 7 to 10 seconds and select Ready while the same disc is still clicking inside your PS2.

9. Your screen will go black.

10. After the 7 to 10 seconds, hold down the Reset button on your PS2.

11. Reset your PS2 and log on again.

12. Join the game you just left.

13. The score will be 193 to 0 in favor of the team you first started on.

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SPLINTER CELL: NO GLOWS

We just playing Splinter Cell; I've had

it for a while, but I never noticed the railing on the back that says the game has

blood and gore. I don't see any blood or anything even when I shoot someone.

Is there an option or a cheat in which I can turn

blood and gore on and off or is something wrong with my copy of the game?

Monkey Man
cheegegetdayayoe
lamsn.com

There is no blood

cheat in Splinter Cell, and there are no cheat codes for the game at all.

GAME	PUBLISHER	SCORE	RANK
Eagle One: Harmer Attack	Infogrames	***	32
Echo Night	AgeTech	***	41
ECW: Anarchy Rulz	Acclaim	*	38
ECW Hardcore Revolution	Acclaim	**	30
Engeez	Square EA	*****	21
Entlander	Sony CEA	****	8
Elemental Gearbolt	Working Designs	*****	11
Eliminator	Psygnosis	**	20
The Emperor's New Groove	SCEA	*****	40
Equestrian Showcase	Mud Duck	**	71
ESPN MLS GameNight	Konami	****	40
E.T. The Extra-Terrestrial: In Space Mission	NewWorld	*	54
Eternal Eyes	Crave	**	32
Evil Dead: Hail to the King	THQ	*****	41
Evil Zone	Titus	***	25
Expendable	Infogrames	**	34
F1 2000	EA Sports	*****	33
F1 Championship Season	EA Sports	*****	40
F1 Racing Championship	Ubisoft	*****	39
Family Feud	Hasbro	***	39
Family Game Pack	3DO	*****	33
Fantastic Four	Acclaim	*	3
Fatal Fury: Wild Ambition	SNK	**	30
Fee Effect	Eidos	*****	31
Fee Effect 2: Retro Helix	Eidos	*****	43
Felony 11-79	Ascar	***	1
FIFA 98	EA Sports	*****	4
FIFA 99	EA Sports	*****	17
FIFA 2000	EA Sports	*****	27
FIFA 2001: Major League Soccer	EA Sports	*****	39
FIFA Soccer 2003	EA Sports	*****	63
The Fifth Element	Activation	*	15
Fighter Maker	AgeTech	*****	21
Fighting Force	Eidos	***	3
Fighting Force 2	Eidos	**	29
Final Fantasy Anthology	Square EA	*****	26
Final Fantasy Chronicles	Square EA	*****	47
Final Fantasy Origins	Square Enix	*****	67
Wanna build up your HP points real quick in Final Fantasy VII? Wander around outside a town get into random battles with easy enemies, then attack your own characters. The more HP you lose the greater chance you'll be given an HP boost in return.			
Final Fantasy Tactics	Sony CEA	*****	5
Final Fantasy VII	Sony CEA	*****	1
Work talk about a blast from the past! Well, if you ask, we provide			
FLUG THAT CHICKEN: To speed up your Chocobo during a Chocobo race hold L1, L2, R1 and R2. To recharge its stamina, hold R1 and R2.			
MAMM SPINNY: To race a Cactuar in the Snowboarding minigame in Gold Saucer first qualify for each course. Then you'll see a yellow balloon that will let you race in Time Attack mode. Race on the Beginner course, and look for a silver balloon. Grab it then beat the course in less than 54 seconds. Then go into Time Attack mode again, hit Start, go to Options and select Ghost. The final menu item (?) is a Cactuar ghost.			
REVIVE ALIENS: You can't stop asking			
Final Fantasy VIII	Square EA	*****	25
Final Fantasy IX	Square EA	*****	39
Fisherman's Bart	Konami	*****	18
Fisherman's Bart 2: Big Ol' Bass	Konami	***	27
Finslance: Bedrock Bowling	SouthPeak	*	37
Ford Racing	Empire	***	44
Formula 1 '98	PlayStation	*****	15
Formula 1 '99	PlayStation	*****	3
Forsakes	Acclaim	***	10
Fox Sports Golf '99	Fox Interactive	**	11
Fox Sports Soccer '99	Fox Interactive	**	11
Freestyle Boardin' '99	Capcom	*****	18
Freestyle Motocross McGrath vs. Pastrana	Acclaim	*****	4
Frogger 2: Swampy's Revenge	Hasbro	***	38
Front Mission 3	Square EA	*****	31
Future Cop L.A.P.D.	Electronic Arts	***	13
G-Police	Psygnosis	*****	3
G-Police 2	Psygnosis	*****	25



REPLAY

RETURN TO CASTLE WOLFENSTEIN: OPERATION RESURRECTION

Where to find every secret in the first mission

Finding secrets isn't just a casual pastime in *Return to Castle Wolfenstein*. For every secret you find you get points that you can trade in at the end of any level for crucial upgrades. Here's how to get a head start.



RAS EL-HADID 3 Climb up onto the balcony where you nailed the sniper and break the crate at the far end to get yourself some treasure goodness.



INNER CITY 1 In front of the radio room you'll find an alley. At the end of the alley is another lattice. Kick it open and you'll find a Grenade Bag and First Aid Kit.



INNER CITY 2 Behind the counter in the house where you hear music playing is a small red button. Press it, and a wall opens to the left, revealing two Gold Bars.



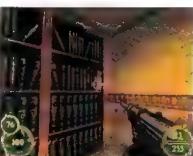
RAS EL-HADID 1 This one's not too hard to find, considering the game points you directly at it. Hit R2 to kick the lattice and you'll get a Luger and a Helmet.



RAS EL-HADID 2 This board in the supply room (look for the crates) can be broken to reveal a gold bar. Don't worry, they get harder to find soon enough.



INNER CITY 3 In the supply room you come to after picking up the MP40, there's a hollow shelf in the back left corner with a hidden stash of 79mm rounds.



INNER CITY 4 Shortly before the end of the level is a bookcase. On the cases right side is a book striking out. Press it, and the bookcase opens, revealing a Flak jacket.



HEADQUARTERS 1 Between the two large kegs in the wine cellar near the start of the level is a barrel. Break it to get a bottle of Latour and a clip of 79mm rounds.



HEADQUARTERS 2 Look for a covered well in the courtyard. Kick open the cover and hop down the well. At the bottom is a pair of Gold Bars.



HEADQUARTERS 3 In the room with the note from Helga, slide the poster on the wall to expose a switch. Press the switch and you'll find two Gold Bars.



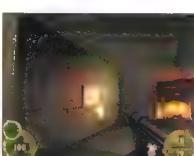
ANCIENT RUINS 1 Walk to the left of the large obelisk, walk down the hall, and shoot the gas barrel next to the soldier. It'll break open the wall, exposing a Chalice.



ANCIENT RUINS 2 Inside the temple at the top of the ramp, you'll notice a wall with cracks in it. Fire a few shots to bring down the wall and you'll get a Gold Bar.



BURIAL CHAMBER 1 Climb the scaffold to the left in the first room and you'll find a Gold Bar sitting in an open crate. Don't expect the rest to be this easy.



BURIAL CHAMBER 2 In the huge room at the end of the level, climb the ladder and find the sniper's nest. There's a switch that opens a door to a Gold Bar.



BURIAL CHAMBER 3 Follow the U-shaped hall out of the huge room to find another secret area. Break the wall between the flames and you'll find a Pharaoh Bust.



BURIED ALIVE 1 In the obersek room (after the stairway trap), two walls contain darker bricks. Hit these bricks to open a secret area, revealing a Pharaoh Bust.



BURIED ALIVE 2 After the Nazis close the gate, a short flight of stairs stops at a small landing. Before continuing up, smash the wall to the left to reveal a Gold Bar.



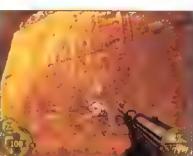
BURIED ALIVE 3 On the right wall of the room containing three sarcophagi is a switch. Activate it to open a door, revealing a room with two Gold Bars.



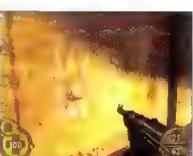
EYE OF ANUBIS 1 At the end of a dead-end hallway near the start of this level, you'll find an odd-looking switch on the wall. Activate it to open a secret area.



EYE OF ANUBIS 2 In the room with the two statues, head to the middle of the upper walkway and hit the switch. The sarcophagus will reveal some Gold Bars.



EYE OF ANUBIS 3 Near the bottom of the square stainwell is a wall covered with hieroglyphics. Break it to reveal a secret area and some treasure.



EYE OF ANUBIS 4 At the top of the stairs is a short hall with pictures on the wall. Press them in this order: Lion, Pharaoh, Dog, Bird. Turn around for your prize.



ANCIENT HISTORY

Return to Castle Wolfenstein traces its roots way back to 1981's *Castle Wolfenstein* by Muse Software.

GAME	PUBLISHER	SCORE	ISSUE
Jimmy Johnson VR Football	Interplay	88	2
Jobs Bizarre Adventure	Capcom	88	31
Juggernaut	Jaleco	88	26
K-1 Grand Prix	Jaleco	88	18
K-1 Revenge	Jaleco	88	18
Kagoro Deception II	Tecmo	88	14
Karsia	Atlas	88	12
Kensei Sacred Fist	Konami	88	17
Kickboxing	Agetec	88	58
Killer Loop	Crave	88	22
King of Fighters 99	Agetec	88	43
KiSS Pinball	Take 2	88	44
Comics			
Knockout Kings	EA Sports	88	14
Knockout Kings 2000	EA Sports	88	22
Knockout Kings 2001	EA Sports	88	35
Konami Arcade Classics	Konami	88	21
Koutella	Infogrames	88	35
Kurt Warner's Arena Football Unleashed	Midway	88	34
The Land Before Time: Great Valley Racing	TDK Mediaactive	88	46
The Land Before Time: Return to Great Valley	Sound Source	88	35
Largo Winch / Commando Sar	Ubi Soft	88	51
Legacy of Kain: Soul Reaver	Eidos	88	14
The Legend of Dragon	Sony CEA	88	34
Legend of Legala	Sony CEA	88	15
Legend of Mana	Square EA	88	34
Lego Island 2: The Brickster's Revenge	Lego Media	88	46
Lego Rock Raiders	Lego Media	88	37
Lilo & Stitch	Sony CEA	88	57
The Lion King: Simba's Mighty Adventure	Activision	88	42
The Little Mermaid II	THQ	88	41
Lode Runner	Nasumi	88	6
Looney Tunes Raging	Infogrames	88	39
Looney Tunes: Sheep Raider	Infogrames	88	51
The Lost World: Jurassic Park	Electronic Arts	88	14
Lunar: Silver Star Story Complete	Working Designs	88	21
Lunar: 2. Eternal Blue Complete	Working Designs	88	40
Madden NFL 98	EA Sports	88	1
Madden NFL 99	EA Sports	88	1
Madden NFL 2000	EA Sports	88	1
Madden NFL 2001	EA Sports	88	1
Madden NFL 2002	EA Sports	88	4
Madden NFL 2003	EA Sports	88	6
Marble Master	Conspiracy	88	6
Martian Gorilla: Unification	Take 2	88	51
Marvel Super Heroes	Capcom	88	1
Marvel Super Heroes vs. Street Fighter	Capcom	88	1
Marvel vs. Capcom EX	Capcom	88	3
Mary-Kate and Ashley: Magical Mystery Mall	Acclaim	88	40
Mary-Kate and Ashley: Winner's Circle	Acclaim	88	40
Maze Destructor	ASC	88	1
Man Hoffmanns Pro BMX	Activision	88	4
Maximum Force	Midway	88	2
MDK	Playmates	88	9
Medal Of Honor	Electronic Arts	88	2
Medal of Honor Underground	Electronic Arts	88	8
Medevil	Sony CEA	88	1
Medevil II	Sony CEA	88	1
Mega Man Legends	Capcom	88	1
Mega Man Legends 2	Capcom	88	3
Mega Man X4	Capcom	88	1
Mega Man X5	Capcom	88	1
Mega Man X6	Capcom	88	1
Men in Black-The Series: Crashdown	Infogrames	88	5
Metal Gear Solid	Konami	88	1
Metal Gear Solid: VR Missions	Konami	88	2
Metal Slug X	Agetec	88	1
Miles Machines	Midway	88	1
Micro Maniacs	Codemasters	88	1
Mike Tyson Boxing	Codemasters	88	3
Miracle Space Race	Mud Buck	88	1
The Misadventures of Ron Bonni	Capcom	88	1
Miss Spider's Tea Party	Simon & Schuster	88	1
Messie Command	Hasbro	88	1

**REPLAY
FORUM**

GTA: VICE CITY - DRIVE ON BOATS
While I was playing *GTA: Vice City* the other day, I used the Cars on Water cheat [That's Right, R2, d, #1, L2, b, R1, R2 + Ed.] As I glided across the water, I decided to ram some boats! After a few minutes of ramming fun, I headed straight for the back of a larger, fishing-like boat. I drove right up onto the back of the boat, I then realized that if you keep hitting the gas, you stay on the back of the boat—and if you turn the car right or left, it turns the boat the same direction! It is a very slow and wide turn, but it does turn! I tried this with quite a few different vehicles and it works with most!

GAME	PUBLISHER	SCORE	PSNAME
Mission Impossible	Infogrames	★★★	2
MK Mythologies	Midway	★★★★	
MLB 98	Sony CEA	★★★★	
MLB 99	Sony CEA	★★★★	
MLB 2000	989 Studios	★★★★	2
MLB 2001	989 Studios	★★★★	
MLB 2002	Sony CEA	★★	4
MLB 2003	Sony CEA	★★★★	6
MLB 2004	Sony CEA	★★★★	7
MLB Bottom of the 9th '99	Konami	★★★★	1
Mobil 1 Rally Championship	Electronic Arts	★★★★	
Mobile Armor	Agetec	★	7
Mobile Light Force	X5 Games	★★★★	6
Monaco Grand Prix	Ubisoft	★★★★	
Monkey Hero	Take 2	★★	1
Monkey Magic	Sunsoft	★★	2
Monopoly	Electronic Arts	★★★★	
Monster Bass!	X5 Games	★★	7
Monster Rancher 2	Tecmo	★★★★	2
Monster Rancher Battle Card Episode II	Tecmo	★★★★	3
Monster Rancher Hop-A-Boot	Tecmo	★★★★	2
Monster Seed	Sunsoft	★★	2
Monsters Inc.	Sony CEA	★★	3
Mort the Chicken	Crave	★★	4
Mortal Kombat Special Forces	Midway	★★	3
Mortal Kombat 4	Midway	★★★★	2
Mortal Kombat Trilogy	Midway	n/a	
Moto Racer	Electronic Arts	★★★★	
Moto Racer 2	Electronic Arts	★★★★★	
Moto Racer World Tour	Infogrames	★★★★	
Motorcross Mania	Take 2	★★	4
Motorhead	Fox Interactive	★★★★	
Mr. Domin	Acclaim	★★★★	
Mr. Driller	Namco	★★★★	
Ms. Pac-Man Maze Madness	Namco	★★★★	3
MTV Music Generator	Codemasters	★★★★	2
MTV Sports: Pure Ride	THQ	★★★★	
MTV Sports: Skateboarding Feat. Andy McDonald	THQ	★★	3
MTV Sports: Snowboarding	THQ	★★★★	
MTV Sports: T.J. Lavin's Ultimate BMX	THQ	★★	4
The Mummy	Konami	★★	
Muppet Monster Adventure	Midway	★★★★	
Muppet Race Mania	Midway	★★★★	2
My Disney Kitchen	Barn	n/a	
N.GEN Racing	Infogrames	★★	
N2O	Fox Interactive	★★	
Nagano Winter Olympics '98	Konami	★★	
Namco Museum Vol. 3	Namco	n/a	
Did you know that Dig Dug is Mr. Driller's dad? Seriously, it's true!			
NASCAR 98	EA Sports	★★★★	
NASCAR 99	EA Sports	★★★★	5
NASCAR 2000	EA Sports	★★★★	
NASCAR 2001	EA Sports	★★	
NASCAR Heat	Hasbro	★★★★	
NASCAR Rumble	Electronic Arts	★★★★	
NASCAR Thunder 2002	EA Sports	★★	
NBA Fastbreak 98	Midway	★★	
NBA Hoopz	Midway	★★	
NBA in the Zone '98	Konami	★★	
NBA in the Zone '99	Konami	★★★★	
NBA in the Zone 2000	Konami	★★	
NBA Live 98	EA Sports	★★★★★	
NBA Live 99	EA Sports	★★★★	
NBA Live 2000	EA Sports	★★★★	
NBA Live 2001	EA Sports	★★★★	
NBA Live 2002	EA Sports	★★★	
NBA Shootout '98	Sony CEA	★★★★	
NBA Shootout 2000	989 Studios	★★	
NBA Shootout 2001	989 Studios	★★	
NBA Shootout 2002	Sony CEA	★★	
NBA Shootout 2003	Sony CEA	★★★★	
NBA Showtime NBA on NBC	Midway	★★	
NBA Tonight	ESPN Digital	★★	
NCAA Final Four '99	989 Studios	★★★★	



REPLAY

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The Midnight Club's home page

MIDNIGHT CLUB II

Takin' it to the streets



To Live and Die in L.A.

Los Angeles is the high-speed bowl of *Midnight Club II*, at least compared to the cramped alleys of Paris and all-out insanity of Tokyo. Avoid the freeways if you can—getting on is easy, but finding an exit that'll take you where you want to go? Less easy.



- ① You'll learn this shortcut in the Takeoff Time race with Steven. Watch out for the metal spires and the junked car; they'll hurt ya.
- ② There are five jumps ringing the cloverleaf freeway junction. Don't try to take these jumps at less than full speed—or you may land on the freeway.
- ③ Heading northwest through the building at 4, hit a nitro as you near the ramp. If timed perfectly, you'll land on the ramp on the far side. Risky but stylish.
- ④ This building is a hoild of shortcuts. There are three sets of glass doors you can bust through, depending on where you're coming from.
- ⑤ A ramp leads up to the rooftops, and from there you'll jump to a second ramp and back to street level. This east/west shortcut works both ways.
- ⑥ There's an east/west route here leading down a set of stairs and through a building (via the glass doors). You can also hit this after jumping the stairs at 8.
- ⑦ This route runs parallel to shortcut 6. Coming from the west, break through the doors and follow the tunnel through a few buildings until you wind up at 8.
- ⑧ Use the stairs as a jump and make for shortcut 6. Drive through the lower section to set up for 9. Or head under the stairs, make a sharp turn, and hit shortcut 7.
- ⑨ Drive through the glass doors here. Follow the route into a parking garage and then through an alley for a long, quick north/south bypass.
- ⑩ Ramps lead over the sluice gate if you're in the canals, while an equally narrow jump spans east/west across at street level—key in the last Dice race.



We'll Always Have Paris

Paris is a mix of wide-open boulevards and tiny, cage-infested alleyways barely wide enough to accommodate a single hell-for-leather driver. Let alone half a dozen. Traffic is a bear, what with all the euro-scooterous, but you'll also find some absolutely huge jumps and a complex network of catacombs in the bowels of the city. The French molenm gotta live somewhere, you know.



- ① There are multiple routes here; the most useful are the two ramps along the arms of the trocadero—use 'em to jump the Seine and reach the Eiffel Tower park.
- ② This narrow ramp won't necessarily save a ton of time but at least you'll avoid the traffic. It'll come in handy in the Eiffel Visions race.
- ③ This ramp leads to a huge jump, which should help you clear the bridge traffic real quick-like. Is tout sweet the technical term?
- ④ There are three catacomb entrances here. Two ramps lead out of the Louvre courtyard and three more lead in. You can also use the pyramid as a jump.
- ⑤ Drive on the barge at full tilt (a nitro may well be in order) and the jump at the end should send you clear across the river. This one will definitely come in handy.
- ⑥ Those Notre Dame doors don't look very forgiving, but they'll open if you smack 'em. What's a little sacrifice added to the pile of laws you've already broken?
- ⑦ Jump off the barge, but be sure to line it up straight or you'll hit a wall. Done correctly, you'll enter a tunnel before popping up at street level.
- ⑧ Multiple branching rooftop pathways lead to big jumps here, including a southwest route that'll take you clear across the Seine...if you're moving at top speed.
- ⑨ Take the ramp along the side of the building and you can follow two different rooftop paths. You'll encounter this shortcut first in Blog's Rooftop Vista race.



The game we're most excited about this year
is *Grand Theft Auto: Vice City Stories*.



Tokyo a-Go Go Go!

Tokyo is a nightmare of complex streets, narrow alleys, and open pedestrian areas littered with car-stopping public sculpture [damn you, attractive fountains and statuary!]. The elevated train tracks spanning from the eastern edge of the map to Shinjuku are a good way to avoid traffic, and as a bonus, you can jump off at any moment. Just, uh, watch out for trains while you're up there.



① This network of narrow alleys and indoor hallways will save time and give you a few moments of respite from Sunday drivers.



② Bust through the doors of this Shinjuku mall and hit those escalators at top speed. You should land right in an intersection.



③ Heading west toward Shinjuku, there's a long route from an Imperial Palace tunnel to the far end of the map, ending with another huge jump.



④ This path works as a quick entrance/exit to the elevated train tracks. Make sure you have enough speed coming through the building to clear the low wall.



⑤ There's quite a large network of elevated ramps and bridges in this area. Venture up here without knowing your way around and risk losing a lot of time.

⑥ This alleyway shortcut through the heart of Ginza doesn't include any death-defying jumps, but it will save you a few crucial seconds.

⑦ The western Asakusa area is crisscrossed by a network of tiny alleys, some even tighter than the back streets of Paris. If you know the way, these can be a real help.

⑧ Take the ramp along the side of the building and you can follow two different rooftop paths.

You'll first encounter the shortcut in Blog's Rooftop Vista's race.

⑨ Drive through a warehouse area, bust a gate along the water, and hit the jump to reach the far wharf. If you're going too slow, you'll end up submerged.

GAME	PUBLISHER	SCORE	ISSUE	GAME	PUBLISHER	SCORE	ISSUE
NCAA Final Four 2000	989 Studios	*****	28	Point Blank 3	Namco	*****	44
NCAA Final Four 2001	Sony CEA	***	40	Polars SnoCross	Virtua	****	58
NCAA Football 98	EA Sports	***	40	Pong	Hasbro	*****	27
NCAA Football 99	EA Sports	*****	12	Pool Hustler	Activation	*****	15
NCAA Football 2000	EA Sports	*****	25	Populous: The Beginning	Electronic Arts	***	21
NCAA Football 2001	EA Sports	*****	36	Porsche Challenge	Sony CEA	*****	1
NCAA GameBreaker 98	Sony CEA	*****	4	Power Play Sports Trivia	Ubisoft	***	58
NCAA GameBreaker 99	989 Studios	*****	15	Power Shovel	Acclaim	*****	49
NCAA GameBreaker 2000	989 Studios	*****	25	Power Soccer 2	Psygnosis	****	5
NCAA GameBreaker 2001	Sony CEA	***	37	Power Spike Pro Beach Volleyball	Infogrames	****	41
NCAA March Madness 98	EA Sports	*****	7	The Powerpuff Girls: Chemical X-Traption	Bam	***	51
NCAA March Madness 99	EA Sports	*****	18	Poy Poy	Konami	****	3
NCAA March Madness 2000	EA Sports	*****	29	Pro 18 World Tour Golf	Psygnosis	****	19
NCAA March Madness 2001	EA Sports	***	41	Pro Pinball: Big Race USA	Empire	*****	37
Nectars: Military Madness	Jaleco	*****	17	Pro Pinball: Timesthoud	Take 2	***	10
Need for Speed III	Electronic Arts	*****	8	Polybadk	Psygnosis	***	15
Need for Speed: High Stakes	Electronic Arts	*****	20	Punkin Skunk	Jaleco	***	6
Need for Speed: Porsche Unleashed	Electronic Arts	*****	33	Putter Golf	Agente	***	53
Need for Speed: V Rally	Electronic Arts	***	3	Puzzle Star Sweep	Agente	*****	43
Need for Speed: V-Rally 2	Electronic Arts	*****	28	Putznic	Mud Duck	***	71
Newman/Haas Racing	Psygnosis	***	7	Q-Bert	Hasbro	***	28
The Next Tetris	Hasbro	***	24	Quake II	Activation	*****	27
NFL Blitz	Midway	*****	13	R-Type Delta	Agente	*****	23
NFL Blitz 2000	Midway	*****	24	R-Type	Asci	*****	17
NFL Blitz 2001	Midway	*****	38	Ridge Racer Type 4	Namco	*****	20
NFL Blitz 2002	Midway	*****	40	Racing	Agente	***	43
NFL GameDay 99	989 Studios	*****	13	Rage Ball	Agente	***	68
NFL GameDay 2000	989 Studios	*****	25	Railroad Tycoon II	Take 2	***	30
NFL GameDay 2001	989 Studios	*****	37	Rainbow Six	Red Storm	***	27
NFL GameDay 2002	Sony CEA	***	49	Rally Cross 2	989 Studios	*****	15
NFL GameDay 2003	Sony CEA	*****	62	Rampage	Midway	***	4
NFL Xtreme	989 Studios	***	11	Rampage 2: Universal Tour	Midway	***	21
NFL Xtreme 2	989 Studios	***	24	Rampage Through Time	Midway	***	36
NHL 98	EA Sports	*****	15	Ray Racers	THQ	****	5
NHL 99	EA Sports	*****	25	RayCrusis	Working Designs	****	38
NHL 2000	EA Sports	*****	26	Rayman 2: The Great Escape	Ubi Soft	*****	35
NHL 2001	EA Sports	*****	38	Rayman Brains	Ubi Soft	*****	50
NHL Blades of Steel 2000	Konami	***	28	Rayman Rush	Ubi Soft	*****	57
NHL Breakaway 98	Konami	***	2	Razor Foothie Scooter	Crave	***	41
NHL Championship 2000	Acclaim	***	2	RC de G1	Acclaim	*****	40
NHL Faceoff 99	Sony CEA	*****	27	RC Helicopter	Agente	***	68
NHL Faceoff 99	989 Studios	*****	14	RC Revenge	Acclaim	*****	37
NHL Faceoff 2000	989 Studios	*****	26	RC Stunt Copter	Titus	*****	25
NHL Faceoff 2001	Sony CEA	*****	38	Re Volt	Acclaim	***	26
NHL Rock the Rink	Electronic Arts	*****	32	Ready 2 Rumble	Midway	***	27
Nick Toons: Racing	Infogrames	***	48	Ready 2 Rumble: Round 2	Midway	***	40
Nightmare Creatures	Activation	*****	3	Red Asphalt	Interplay	***	3
Nightmare Creatures II	Konami	***	33	Reel Fishing II	Natsume	***	34
Ninja: Shadow of Darkness	Eidos	***	15	Reel Fishing II	Natsume	***	34
Nuclear Strike	Electronic Arts	*****	3	Resident Evil 2: Raccoon City	Capcom	*****	2
D.D.T.	Psygnosis	***	15	Resident Evil 2: Umbrella	Capcom	*****	6
Odyssey: Abel's Exodus	GT Interactive	*****	15	Resident Evil 2: Nemesis	Capcom	*****	27
Odyssey: Abel's Oddyssey	GT Interactive	*****	1	Resident Evil Survivor	Capcom	***	38
Omega Boost	Sony CEA	*****	25	Rhapsody: A Musical Adventure	Atria	***	35
One	ASC	***	4	Rising Sun	Agente	***	24
One Piece Mansion	Capcom	***	50	Risk	Hasbro	*****	11
Par-M-Man	Capcom	***	25	Royal Schools	Capcom	*****	14
Pandemonium! 2	Midway	*****	3	Rogue: The Second in Mys	Activision	*****	4
Panzor Front	Agente	*****	51	Round Kick 3D	Electronic Arts	***	13
Rolling Out: The Return	Square EA	*****	12	Road Rash	Electronic Arts	***	30
Parasite Eve	Square EA	*****	37	Road Rash: Jail Break	Electronic Arts	***	30
Parasite Eve II	Square EA	*****	37	Rock 'Em Sock 'Em Robots	Mattel	***	41
Pinball: Pinball	Gotham Games	***	70	Rocket Power: Team Rocket Rescue	THQ	***	51
Persona 2: Eternal Punishment	Atari	***	41	Rogue Trip	GT Interactive	*****	14
Peter Jacobsen's Golden Tee Golf	Infogrames	*****	41	Roll-A-Way	Psygnosis	*****	12
PGA Tour 98	EA Sports	***	3	Roll-Age	Psygnosis	*****	19
Pinocchio	Konami	***	68	Roll-Age Stage II	Psygnosis	*****	31
Pipe Dreams 3D	Empire Int	***	52	Romance of the Three Kingdoms VI	Koei	***	30
Pitfall 3D	Activation	***	9	Roswell Conspiracies: Aliens, Myths & Legends	Red Storm	***	48
Planet of the Apes	Ubisoft	***	63	RPGs: Maker	Agente	*****	35
Play With The Teletubbies	Knowledge Adv.	***	36	Rugrats: Totally Angelica	THQ	*****	88
Pocket Fighter	Capcom	*****	11	Rugrats in Paris: The Movie	THQ	***	41
Point Blank	Namco	***	6				
Point Blank 2	Namco	***	20				

SILENT LINE: ARMORED CORE

Download these contest-winning mechs!



GAME	PUBLISHER	SCORE	ISSUE
Runabout 2	Hot B	8	36
Running Wild	989 Studios	8	14
Rushdown	Electronic Arts	8	19
Subsea: Teenage Witch A Witch in Time!	Knowledge Adv.	8	45
SaGa Frontier	Sony CEA	8	8
SaGa Frontier 2	Square EA	8	29
Salyuki: Journey West	Koei	8	47
Saltywater Sportfishing	AgeTech	8	52
Sammy Sosa High Heat Baseball 2001	3DO	8	32
Sammy Sosa Softball Slam	3DO	8	33
Samurai Showdown: Warrior's Rage	SNK	8	36
Scoby-Doo and the Cyber Chase	THQ	8	52
Scrabble	Hasbro	8	28
Sentinel Returns	Psygnosis	8	11
Sesame Street Sports	NewKidCo	8	54
Shadow Madness	Crave	8	19
Shadow Man	Acclaim	8	27
Shadow Master	Psygnosis	8	5
Shadow Tower	Agtech	8	28
Shanghai: True Valor	Sunsoft	8	20
Sheep	Empire	8	41
Shrek: Treasure Hunt	TDK Mediactive	n/a	n/a
Shipwreckers	Psygnosis	8	3
Shooter: Space Shot	Agtech	8	48
Shooter: Starfighter Sanvein	Agtech	8	43
Silent Hill	Konami	8	18
Silhouette Mirage	Working Designs	8	29
Sin Theme Park	Electronic Arts	8	33
The Simpsons Wrestling	Talos	8	45
Skulltula's Keys	Electronic Arts	8	6
Skydiving Extreme	Banpresto	8	49
Smart Stories	Electronic Arts	8	26
Small Soldiers	Electronic Arts	8	15
Smurfs	Infragrames	8	29
Smurfs Racer	Infragrames	8	45
Sno-Cross Championship Racing	Crave	8	37
Snowboarding	Agtech	8	43
Sol Divide	XS Games	8	68
Sorcerer's Maze	XS Games	8	68
Soul of the Samurai	Konami	8	24
South Park	Acclaim	8	27
South Park: Chef's Luv Shack	Acclaim	8	28
South Park Rally	Acclaim	8	29
Space Invaders	Activision	8	27
Spawn: The Eternal	Sony CEA	8	4
Spec Ops: Covert Assault	Take 2	8	52
Spec Ops: Ranger Elite	Take 2	8	46
Spec Ops: Stealth Patrol	Take 2	8	34
Speed Punks	Sony CEA	8	32
Speed Racer	Jaleco	8	8
Speedball 2100	Empire	8	40
Spider Alias	Activision	8	37
Spider-Man 2: Enter Electro	Activision	8	50
Spin Jam	Take 2	8	38
SpongeBob SquarePants	THQ	8	51
Sports Car GT	Electronic Arts	8	21
Spyro the Dragon	Sony CEA	8	13
Spyro 2: Ripto's Rage!	Sony CEA	8	27
Spyro 3: Year of the Dragon	Sony CEA	8	39
Star Ocean: The 2nd Story	Sony CEA	8	22
Star Trek: Invasion	Activision	8	37
Star Wars Episode I: Jedi Power Battles	LucasArts	8	33
Star Wars Episode I: The Phantom Menace	LucasArts	8	25
Star Wars Masters of Teras Kasi	LucasArts	8	4
Star Wars Demolition	LucasArts	8	41
Steel Reign	Sony CEA	8	2
Streak	GT Interactive	8	15
Street Fighter Alpha 3	Capcom	8	21
Street Fighter Collection	Capcom	8	4
Street Fighter Collection 2	Capcom	8	16
Street Fighter EX Plus Alpha	Capcom	8	2
Street Fighter EX2 Plus	Capcom	8	33
Street Racquetball	Agtech	8	68

GAME	PUBLISHER	SCORE	ISSUE
Street Sk8er	Electronic Arts	***	10
Street Sk8er 2	Electronic Arts	***	32
Strider 2	Capcom	****	34
Striker Pro 2000	Infogrames	***	33
Strikers 1945	Atetec	***	44
Stuart Little 2	Sony CEA	***	60
Sukoden II	Konami	****	26
Super Bubble Pop	Jaleco	**	68
Super Shot Soccer	Tecmo	****	61
Surferbike 2000	EA Sports	**	32
SuperCross 2000	EA Sports	**	29
SuperCross Circuit	989 Studios	****	28
Superstar Dance Club #1 Hits!!	X5 Games	***	67
Surf Riders	Ubi Soft	**	35
Sydney 2000	Eidos	**	38
Syphon Filter	989 Studios	*****	18
Syphon Filter 2	989 Studios	*****	31
Syphon Filter 3	Sony CEA	****	52
Tai Fu	Activision	**	19
TRA G	Sunsoft	***	20
Tactics Ogre	Atus	****	12
Tail Concerto	Atus	****	26
Tales of Destiny	Namco	***	13
Tales of Destiny II	Namco	***	49
Tenchu	Sony CEA	*****	26
Team Buddies	Midway	***	38
Team LOSI RC Racing	Fox Interactive	***	13
Tekken 3	Namco	*****	9
Tenchu	Activision	*****	18
Tenchu 2: Birth of the Stealth Assassins	Activision	*****	37
Tennis	Atetec	**	53
Tennis Arena	Ubi Soft	**	4
Tech Drive 4	Akella	*****	3
Test Drive 5	Akella	*****	15
Test Drive 6	Infogrames	*****	27
Test Drive Le Mans	Infogrames	***	34
Test Drive Off-Road 3	Infogrames	**	26
Thousand Arms	Atus	****	26
Thrasher Skate & Destroy	Rockstar	***	29
Threads of Fate	Square EA	****	35
Thunder Force V	Working Designs	****	13
Tiger Woods 99 PGA Tour Golf	EA Sports	****	16
Tiger Woods PGA Tour 2001	EA Sports	****	41
Tigger's Honey Hunt	NewWorldC	****	41
Time Crisis: Project Titan	Namco	***	45
Tiny Tank	Sony CEA	**	25
Tiny Bon Adventures: Plucky's Big Adventure	Conspiracy	**	50
Tiny Tons: The Great Beanstalk	Activision	*****	18
TOCA 2	Activision	*****	27
Tom & Jerry in House Trap	Eidos	***	41
Tom Clancy's Rainbow Six: Rogue Spear	Red Storm	***	45
Tomb Raider II	Eidos	*****	4
Tomb Raider III	Eidos	*****	16
Tomb Raider Chronicles	Eidos	**	41
Tomb Raider: The Last Revelation	Eidos	****	29
Tombra!	Sony CEA	****	11
Tombal 2: The Evil Swine Return	Sony CEA	****	29
Tomorrow Never Dies	Electronic Arts	*****	28
Tonka Space Station	Hasbro	**	41
Tony Hawk's Pro Skater	Activision	*****	26
Tony Hawk's Pro Skater 2	Activision	*****	38
Tony Hawk's Pro Skater 3	Activision	*****	51
Tony Hawk's Pro Skater 4	Activision	****	64
Tooneenstein: Date to Scare	Vasical	**	29
Tomokyo: The Last Hope	Eru	**	40
Toy Story 2	Activision	**	28
Toy Story Racer	Activision	**	44
Transformers: Beast Wars Transmetals	Bam	**	36
Trap Gunner	Atus	**	13
Treasures of the Deep	Namco	***	1
Trickin' Snowboarder	Capcom	**	25
Triple Play '99	EA Sports	**	9
Triple Play 2000	EA Sports	*****	20
Triple Play 2001	EA Sports	*****	22

GAME	PUBLISHER	SCORE	ISSUE
Triple Play Baseball	EA Sports	***	44
Tube Prop Racing	Sony CEA	***	11
Turnabout	Narsuse	****	69
Twisted Metal III	THQ Studios	*****	16
Twisted Metal 4	THQ Studios	*****	28
Twisted Metal: Small Brawl	Sony CEA	***	52
Tyco RC Assault With a Battery	Mattel	**	38
Ultimate 8-Ball	THQ	****	22
Ultimate Fighting Championship	Cave	***	40
Unjammer Llammy	Sony CEA	***	24
The Unholy War	Eidos	***	14
Upstarts X	3DO	***	17
Urban Chaos	Eidos	**	33
Vagrant Story	Square EA	****	33
Valkyne Profile	Eru	****	36
Vampire Hunter D	Jaleco	**	37
Vanark	Jaleco	**	32
Vanguard Bands	Konami	***	27
Working Designs	Working Designs	***	33
Vanishing Point	Acclaim	****	44
Vigilante 8	3DO	***	27
Vigilante 8: Second Offense	Activision	****	29
Virtua Kasparov	Titus	**	49
VR Baseball '99	Interplay	****	11
VR Sports Powerboat Racing	Interplay	*	10
Vs.	THQ	*	3
Wal Disney World Quest Magical Racing Tour	Eidos	***	33
Wal Disney's Jungle Book Rhythm n' Groove	Ubi Soft	***	41
Wal Jetz	3DO	**	48
WarGamer: DefCon 1	MGM Interactive	****	12
Warpath: Jurassic Park	Electronic Arts	**	27
Warrior: Knights of the Round Table	3DO	***	41
Wizards of Might and Magic	Eidos	***	22
Warzone 2010	Eidos	***	22
WCW Backstage Assault	EA Games	**	40
WCW Mayhem	Electronic Arts	****	26
WCW Nitro	THQ	***	3
WCW Nitro Thunder	THQ	*	17
What the Weekest Link	Activision	****	51
Wheel of Fortune	Hasbro	*****	17
Wheel of Fortune 2	Hasbro	*****	39
Winne the Pooh: Kinderergarten	Bam	n/a	n/a
Winne the Pooh: Preschool	Bam	n/a	n/a
Who Wants to Be a Millionaire? 2nd Edition	Sony CEA	***	35
Who Wants to Be a Millionaire? 3rd Edition	Sony CEA	**	47
Wild 9	Interplay	****	15
Wild Arms 2	Sony CEA	****	33
The Wild Thornberrys: Animal Adventure	Mattel	**	41
WipeOut 3	Psygnosis	****	26
Woody Woodpecker Racing	Konami	**	40
World Cup '98	EA Sports	**	10
World Destruction League: Thunder Tanks	3DO	**	39
World Is Not Enough	Electronic Arts	***	40
World's Scariest Police Chases	Activision	**	47
Worms Armageddon	Hasbro	***	27
Worms World Party	Ubi Soft	****	55
Wu-Tang Shaolin Style	Activision	**	28
WWF Attitude	Acclaim	****	24
WWF SmackDown!	THQ	*****	34
WWF SmackDown! 2	THQ	*****	46
WWF War Zone	Activision	****	12
X-Bladez: Inline Skater	Crave	**	55
X-Files	Fox Interactive	***	28
X Games Pro Board	ESPN Digital	****	14
X-Men: Children of the Atom	Acclaim	**	6
X-Men: Mutant Academy	Activision	**	36
X-Men: Mutant Academy 2	Activision	**	50
Xena: Warrior Princess	Electronic Arts	****	26
Xenogenesis	Square EA	****	14
You Don't Know Jack!	Berkley Systems	****	25
You Don't Know Jack! Mod 2	Siesta	**	40
You Don't Know Jack! Mod 2	Konami	**	57

READER REVIEWS

Matrix and Tenchu still provoking fights

We want your reviews of the best and worst games, so write a review and send it to omni@lifelabs.com. We can't publish everyone's, so keep it short, be witty, and remember that not every game deserves a five-disc rating just because you like it!

ENTER THE MATRIX

What you said: "It's not surprising that the Wachowski brothers are gamers. Many of *Enter the Matrix's* features seem to come from someone who knows how it feels to waste 50 bucks on a crappy game of your favorite movie. So how do you change all that? By getting fans more involved. A lot of work was put into doing exactly that, with the photo-realistic graphics, massive and incredibly detailed levels, and even the actors themselves—not to mention the exclusive story line and movie footage. The game isn't without its flaws. The animation, which is

TENCHU: WRATH OF HEAVEN

What you said: "I am tired of seeing people not giving *Tenchu: Wrath of Heaven* the respect it deserves. Out of all three games, the overall feel of this one is the best. Some levels are a bit easy, but that's what the difficulty settings are for. Each level has a different feel and challenge. There's a good mix.

I hear all these complaints about pitfalls. The whole point of a pitfall is to be sneaky, if you were patient and observant like a ninja, you would be able to easily see and avoid them. The fighting is a little simplistic, but I think it does a great job for the kind of game it is;

"I'd rather be shot seven times in the chest like Neo than replay the hovercraft missions [in *Enter the Matrix*.]"

probably the coolest part of the game, is a bit choppy. The driving missions are a complete waste of time. I'd rather be shot seven times in the chest like Neo than replay the hovercraft missions. It may not be as revolutionary as its movies, but one thing's for sure: Movie-licensed games will change because of it."

Your Score **** -

the only fighting you should do is against bosses. This game is great for what it is: a ninja simulator." Your Score ***** -

Mike White

shadowrunnerforhire@earthlink.net
PS2mark1189@aol.com
Our Score ***

What you said: "In truth, the game is almost a cultural must-play, the way the movie is a must-see." Our Score ***

MACE GRIFFIN BOUNTY HUNTER

What you said: "Mace Griffin lacks some seriously needed multiplayer support, has inconsistent graphics, and could use a lot more characters. But none of that changes the fact that mowing down huge numbers of aliens and bad guys with futuristic weapons never gets tiresome. It's a flawed game, but it's long, it's packed with a lot of action, and it's just plain fun. Definitely worth the \$3.50 to rent." Your Score *** -

Brian McWalters

footballmanks@yahoo.com

What you said: "Cool idea. Really, really lackluster execution." Our Score ***

Mark Pettway

pettway2032@msn.com

What we said: "At one point, I even slid off the far side of a platform that was resting directly against a wall! It's a real shame, because I'm pretty sure there's a decent game underneath all the crap."

Our Score ***

Official U.S. PlayStation Magazine

P.S.A.T.

Happy Birthday to us

O PM is 6 years old this month, so to celebrate, we put together a bunch of questions that should be easy to answer if you've been a regular reader all along.

1. Which of the following is not a location you travel to in *Medal of Honor: Rising Sun*?

- a. Burma
- b. Philippines
- c. Singapore
- d. Japan

2. Michael Ancel, director of *Beyond Good & Evil*, was also responsible for what platformer series?

- a. *Super Mario Bros*
- b. *Sly Cooper*
- c. *Rayman*
- d. *Jak & Daxter*

3. Which of these companies has never had an ESPN license for sports games?

- a. Konami
- b. Electronic Arts
- c. Sega
- d. Sony

4. Champions of Norrath developer Snowblind Studios was previously responsible for which game?

- a. *Somnium*
- b. *Everquest Online Adventures*
- c. *Baldur's Gate: Dark Alliance*
- d. *Shrek Super Party*

5. Which of the following was the predecessor to *Soul Calibur*?

- a. *Soul Blade*
- b. *Soul Reaver*
- c. *Soul Fighter*
- d. *Soul of the Samurai*

6. Which was the first fully polygonal football game?

- a. *Madden NFL 97*
- b. *NFL GameDay*
- c. *NFL Blitz*
- d. *Madden NFL 98*

7. Which well-known composer writes the music for the *Metal Gear Solid* series?

- a. Hans Zimmer
- b. Harry Gregson-Williams
- c. John Barry
- d. Michael Kamen

8. In the original *Soul Blade* on PS1, who walked away with the sword at the end of the game?

- a. Mitsurugi
- b. Cevantes
- c. Siegfried
- d. Li Long



9. How many PS1s have been sold worldwide?

- a. 1,000,000
- b. 10,000,000
- c. 100,000,000
- d. 1,000,000,000

10. What was the name of the first interactive computer game?

- a. *Pong*
- b. *Space Invaders*
- c. *Spacewar*
- d. *Gunfight*



11. A character named Cid appears in which *Final Fantasy* game?

- a. *Final Fantasy II*
- b. *Final Fantasy VI*
- c. *Final Fantasy Tactics*
- d. All of the above

12. How much does a PS1 weigh?

- a. 500g
- b. 550g
- c. 600g
- d. 650g



Q Pronounced "SK" When Final Fantasy games was he in? See question 11.

13. Solid Snake's real name is what?

- a. Colin
- b. Phil
- c. Bob
- d. Dave

14. *Blood Omen: Legacy of Kain* was released in what year?

- a. 1994
- b. 1995
- c. 1996
- d. 1997

15. Which Crystal Dynamics game didn't appear on PlayStation?

- a. *Gex*
- b. *Crash N Burn*
- c. *Total Eclipse*
- d. *Soul Reaver*

16. Which character, featured in the PS1 game *Star Wars Masters of Teras Kasi*, married Luke Skywalker in the Dark Horse comic book?

- a. Mara Jade
- b. Lando Calrissian
- c. Arden Lyn
- d. Thon

17. When was the PS1 released in the United States?

- a. October 9, 1994
- b. September 7, 1995
- c. October 23, 1996
- d. September 9, 1994

18. Which of these four game characters was used in the promotional material for the original PS1 launch?

- a. Cloud from *Final Fantasy VII*
- b. Lara Croft from *Tomb Raider*
- c. Nina Williams from *Tekken*
- d. Sophia from *Toshoinden*

19. What does DVD stand for?

- a. Video Disc
- b. Dynamic Video Disc
- c. Dynamic versatile Disc
- d. Digital versatile Disc

20. The launch price for PS1 in the United States was what?

- a. \$199
- b. \$249
- c. \$299
- d. \$349

21. Which of the following was not available on the day of the PS1 launch in the United States?

- a. *Tekken*
- b. *Ridge Racer*
- c. *Air Combat*
- d. *Power Serve Tennis*

22. Which character did we see first?

- a. Lara Croft
- b. Crash Bandicoot
- c. PaRappa the Rapper
- d. Cloud

23. *Tomb Raider: The Angel of Darkness* is what numbered *Tomb Raider* game?

- a. 4
- b. 5
- c. 6
- d. 7



24. What was the first PS2 game off the assembly line in the United States?

- a. *Ridge Racer V*
- b. *Smuggler's Run*
- c. *Midnight Club*
- d. *Wild Wild Racing*

25. Z.O.E. stands for what?

- a. *Zephyr Overdrive Extreme*
- b. *Zone of Energy*
- c. *Zone of Excitement*
- d. *Zone of the Enders*

26. What PS2 game carries the serial number "001"?

- a. *Tekken Tag Tournament*
- b. *Dead or Alive 2: Hardcore*
- c. *Street Fighter EX3*
- d. *Smuggler's Run*

27. Who "owns" Crash Bandicoot?

- a. Naughty Dog
- b. Sony
- c. Universal
- d. Fox

28. What was "wrong" with *Gran Turismo 2*?

- a. Could not be 100 per cent completed
- b. Acura Integra Coupe lacked a second gear
- c. Game would occasionally delete your garage
- d. All of the above

29. Who is Angelina Jolie's dad?

- a. Harrison Ford
- b. Clint Eastwood
- c. John Voight
- d. Adrian Jolie

30. Counting P.S.X., *OPM*'s predecessor, how many editors in chief predated John Davidson?

- a. Two
- b. Three
- c. Four
- d. None

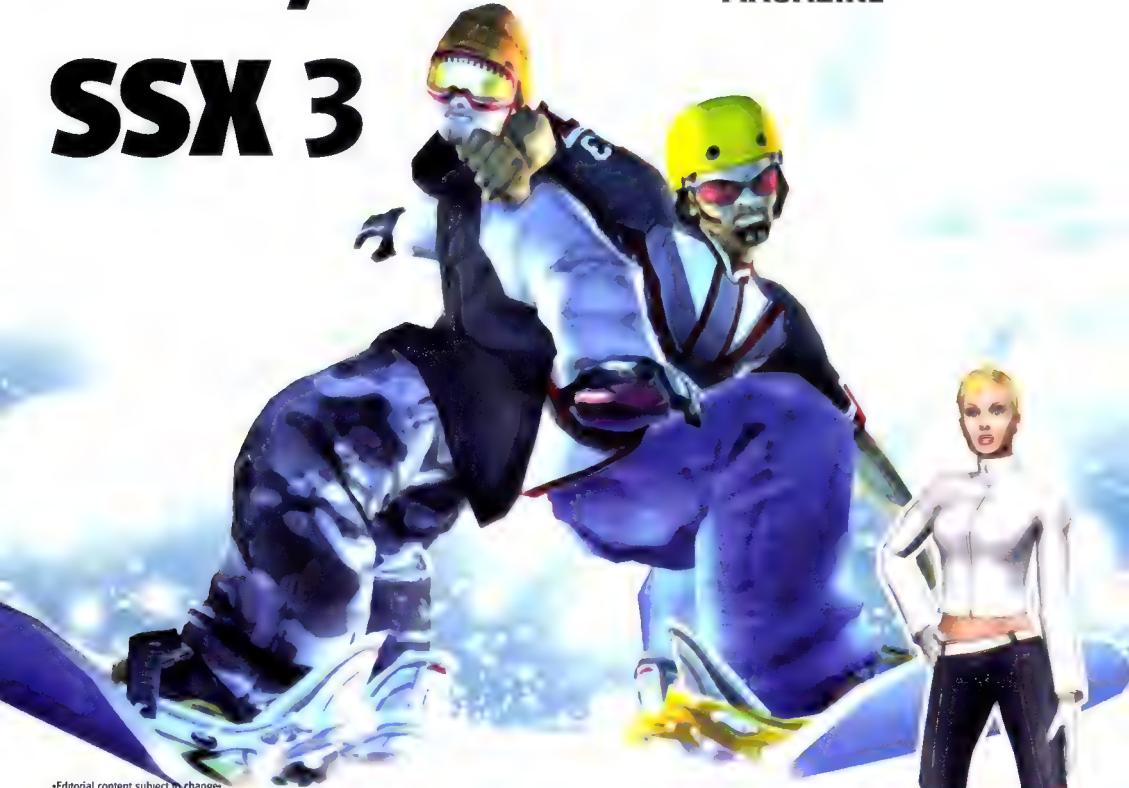


NEXT MONTH

OFFICIAL U.S. PlayStation MAGAZINE

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SSX 3



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Violence

PlayStation 2

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Downhill DOMINATION



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PlayStation.2



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